

## **II. AMENDMENTS TO THE DRAWINGS**

The attached Replacement Sheets of Drawing Figures 1-43 along with Annotated Marked-Up Drawings 1-44 are filed herewith for the following reasons:

All of the drawing figure page numbers are changed from 1/44 to 1/43 because Figure 37 has been deleted.

In Figure 2, the lead line for reference numeral 28 has been extended.

In Figure 3, reference numeral 62 and its lead line have been omitted.

In Figure 4, reference numeral 87 and its lead line, reference numeral 95 and its lead line, reference numeral 90 and its lead line have been omitted.

In Figure 36, a cross-sectional line XXXIX has been added.

Original Figure 37 has been deleted and as a result thereof:

Original Figure 39A has been changed to Figure 38A;

Original Figure 39B has been changed to Figure 39B;

Original Figure 40 has been changed to Figure 39;

Original Figure 41 has been changed to Figure 40;

Original Figure 42 has been changed to Figure 41;

Original Figure 43 has been changed to Figure 42; and

Original Figure 44 has been changed to Figure 43.

## **V. REMARKS**

Claims 1-3 are rejected under 35 USC 103 (a) as being unpatentable over Inoue (U.S. Patent No. 5,752,881) in view of Hedrick et al. (U.S. Patent No. 6,135,884). The rejection is respectfully traversed.

Inoue discloses a symbol display device for a gaming machine that has a display window through which any of a plurality of different symbols is stopped. The symbol display device includes an outer reel, an inner reel rotatable inside said outer reel and a plurality of different patterned portions. The outer reel is rotatable behind said display window and has a peripheral face with said symbols spaced apart peripherally thereon. The symbols include at least one transparent portion comprising a transparent symbol. The symbols also include an opaque portion which is visually distinct from said peripheral face. The peripheral face of said outer reel is opaque outside said transparent portion and said opaque portion of said symbols. The plurality of different patterned portions are arranged on a peripheral face of said inner reel and any of said patterned portions are adapted to be stopped in said display window. One of said patterned portions stopped in said display window is observable through said transparent symbol when said transparent symbol is stopped in said display window and is combined with said transparent symbol so as to constitute a compound symbol.

Hedrick teaches gaming machine that includes a chassis, a gaming machine controller, a main display, a secondary display and a secondary display support. The chassis defines a gaming machine interior region and a gaming machine exterior surface. The gaming machine controller controls the outcome of a primary game played on said gaming machine. The main display presents the outcome of the primary game on the gaming machine. The secondary display is a flat panel display and is provided on said gaming machine at a location disposed apart from said main display and displaying video content. The displayed video content includes a

secondary bonus game of chance play. A single wager concurrently activates both the primary game and the secondary bonus game and the outcome of the secondary game depends only on at least one of the number of plays on the primary game and the outcome of those plays on the primary game. The secondary display support on which said secondary display is mounted is attached to the gaming machine chassis by a hinge.

Claim 1, as amended, is directed to a gaming machine that includes a variable display unit that variably displays a plurality of symbols, a front display unit that is provided in front of the variable display unit and configured to enable a player to see at least one of the symbols on the variable display unit therethrough, and to display various images, an internal winning combination determination unit that is configured to determine an internal winning combination, a plurality of operation units with which the player stops the variable display of the variable display unit, a stop control unit that is configured to perform a stop control of the variable display of the variable display unit based on the determination result of the internal winning combination determination means and on a stop operation of each of the operation units, a game medium payout unit that is configured to pay out a game medium to the player in a case where a stop state of the variable display unit stopped by the stop control unit corresponds to a predetermined stop state and a display scaling unit that is configured to scale up or down at least one of the symbols and various images displayed on the variable display unit. Claim 1 recites that the display scaling unit is disposed between the variable display unit and the front display unit.

It is respectfully submitted that that none of the applied art, alone or in combination, teaches or suggests the features of claim 1 as amended. Specifically, it is respectfully submitted that none of the applied art, alone or in combination, teaches or suggest that the display scaling unit is disposed between the variable display unit and the front display unit. Thus, it is respectfully submitted that one of ordinary skill in the art would not be motivated to combine the features of the applied art because such combination would not result in the claimed invention. As a result, it is

respectfully submitted that claim 1 is allowable over the applied art.

Claims 2 and 3 depend from claim 1 and includes all of the features of claim 1. Thus, it is respectfully submitted that the dependent claims are allowable at least for the reason claim 1 is allowable as well as for the features they recite.

Withdrawal of the rejection is respectfully requested.

Newly-added claims 4-33 also include features not shown in the applied art. For instance, newly-added independent claims 8 and 24 recite that the display scaling unit includes a lens that is moved in accordance with a progress of a game. Newly-added independent claim 15 recites that a display scaling unit is disposed between the first display device and the second display device and configured to scale up or down the display displayed on the first display device.

Further, Applicants assert that there are also reasons other than those set forth above why the pending claims are patentable. Applicants hereby reserve the right to submit those other reasons and to argue for the patentability of claims not explicitly addressed herein in future papers.

In view of the foregoing, reconsideration of the application and allowance of the pending claims are respectfully requested. Should the Examiner believe anything further is desirable in order to place the application in even better condition for allowance, the Examiner is invited to contact Applicants' representative at the telephone number listed below.

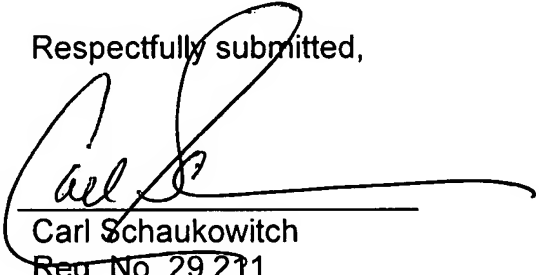
Should additional fees be necessary in connection with the filing of this paper or if a Petition for Extension of Time is required for timely acceptance of

the same, the Commissioner is hereby authorized to charge Deposit Account No. 18-0013 for any such fees and Applicant(s) hereby petition for such extension of time.

Respectfully submitted,

Date: May 11, 2007

By:

  
Carl Schaukowitch  
Reg. No. 29,271

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Enclosure(s):      Amendment Transmittal  
                         Replacement Sheets of Drawing Figures 1-43  
                         Annotated Marked-up Drawing Figures 1-44  
                         Marked-up Version of Substitute Specification  
                         Clean Version of Substitute Specification  
                         Petition for Extension of Time (two months)

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ANNOTATED MARKED-UP DRAWING

~~1/44~~ 1/43

FIG. 1

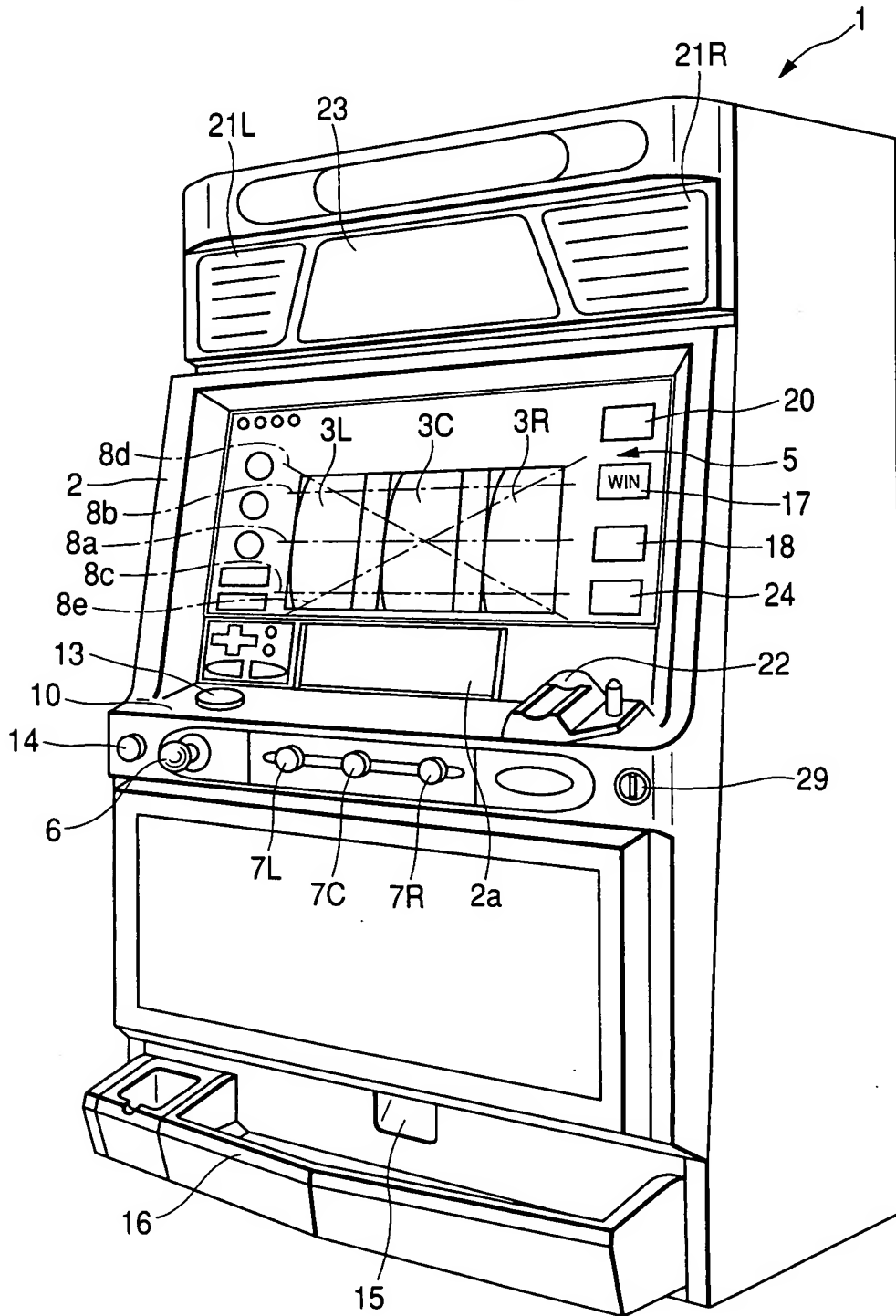


FIG. 2

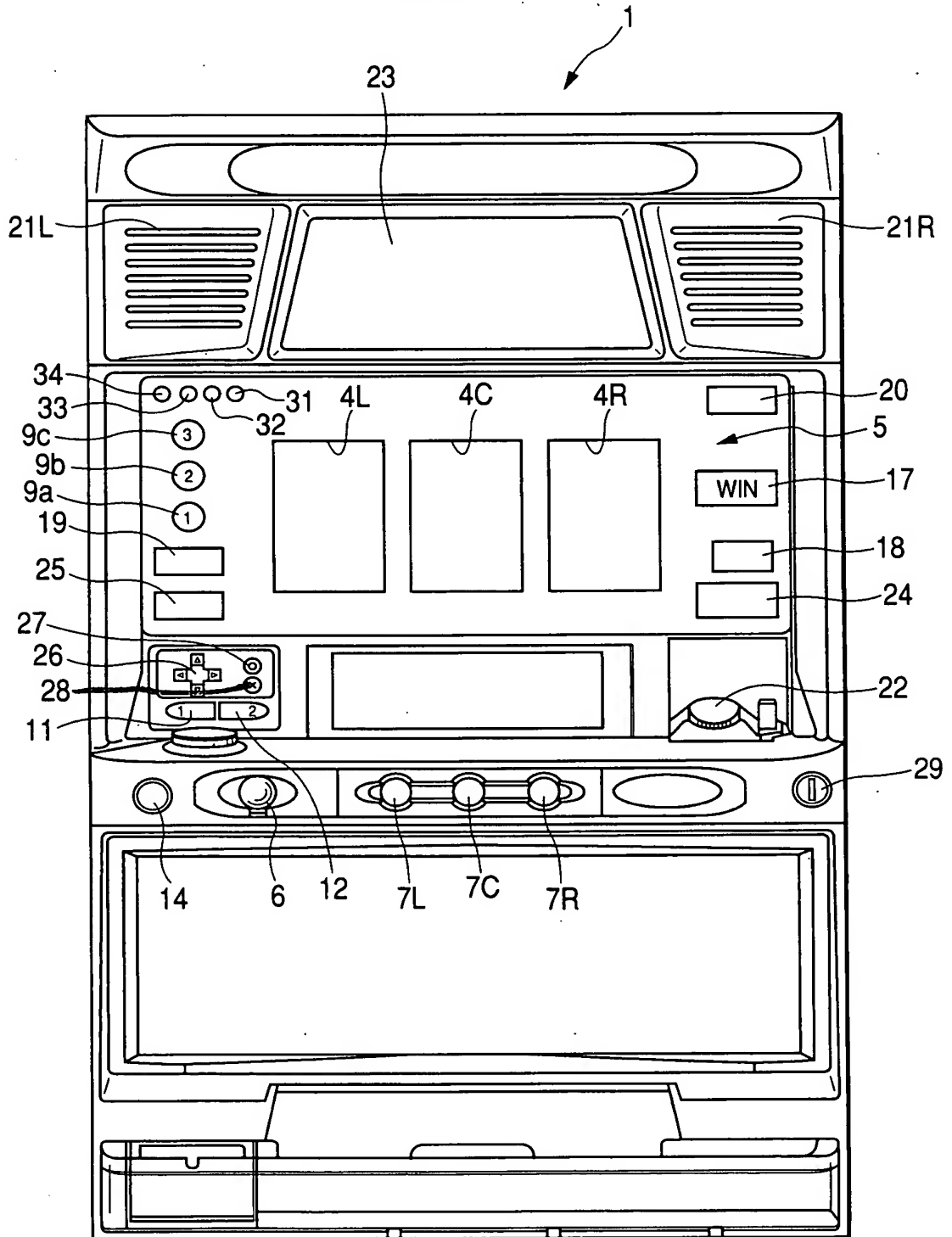
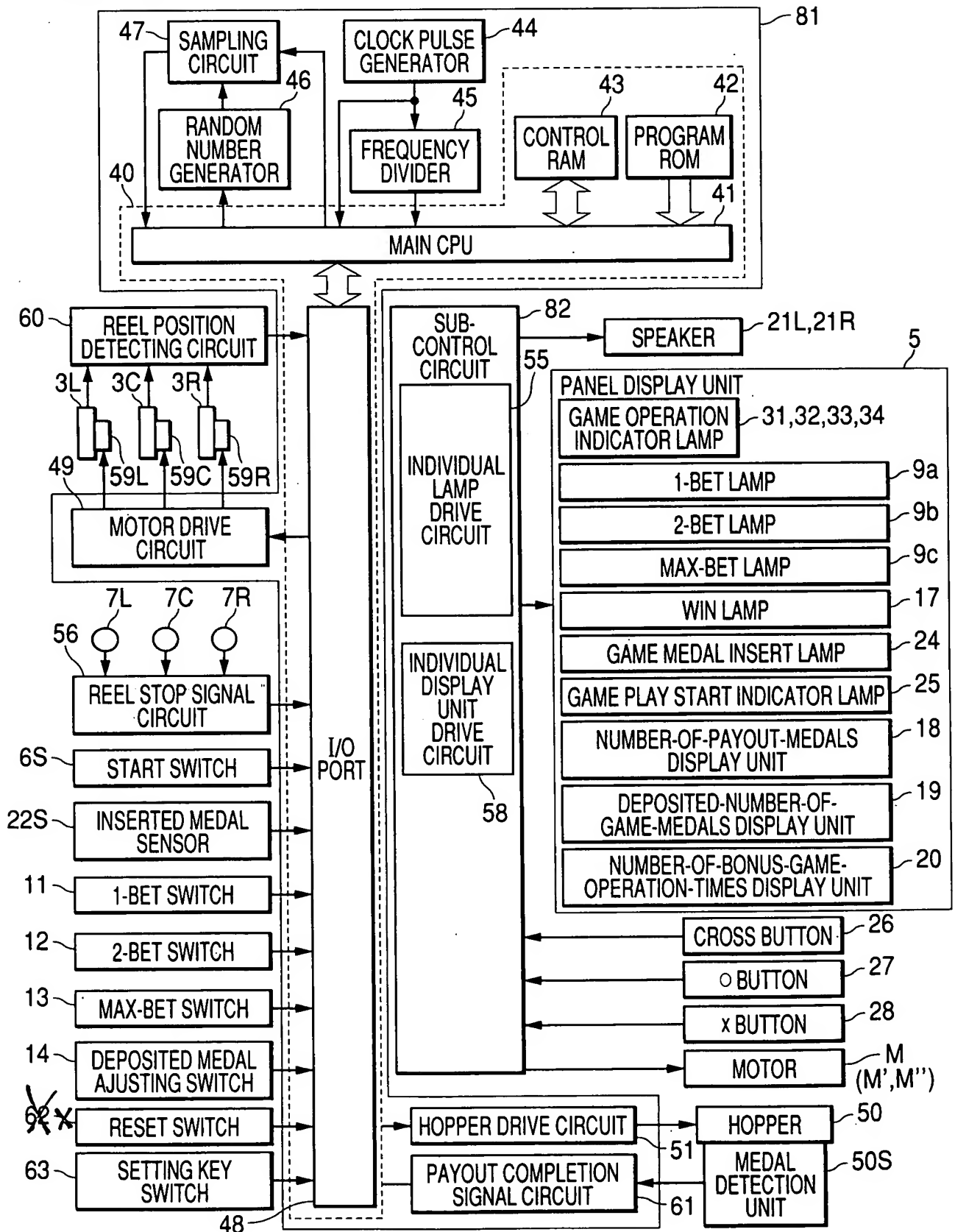


FIG. 3

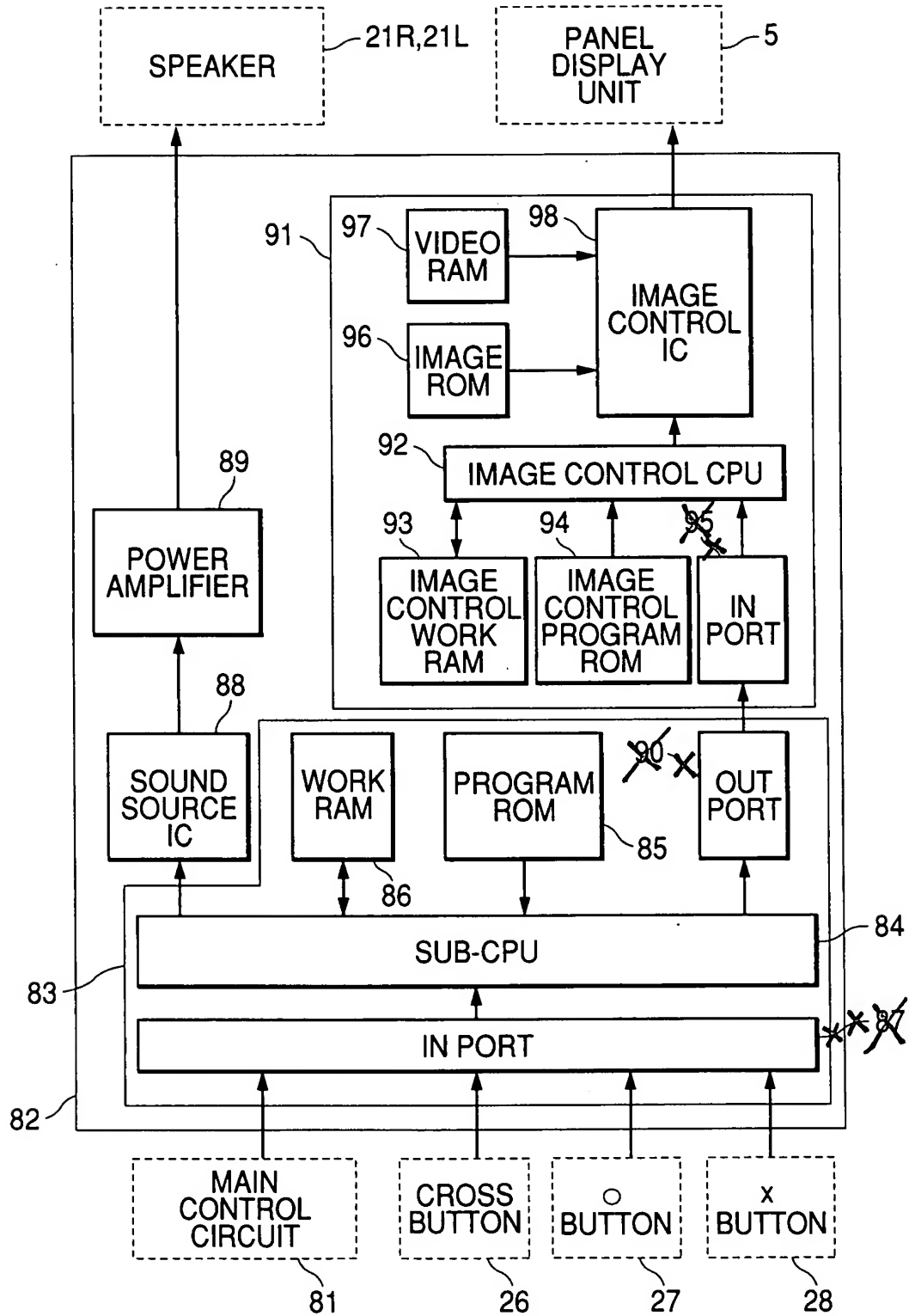




~~4/44~~

4/43

FIG. 4



~~5/44~~

5/42

FIG. 5

	LEFT REEL		CENTER REEL		RIGHT REEL
00	RED 7	00	RED 7	00	RED 7
01	CHERRY	01	PLUM	01	BELL
02	BLUE 7	02	REPLAY	02	REPLAY
03	BELL	03	BELL	03	BAR
04	REPLAY	04	CHERRY	04	PLUM
05	RED 7	05	REPLAY	05	BELL
06	CHERRY	06	CHERRY	06	REPLAY
07	BLUE 7	07	BELL	07	CHERRY
08	BELL	08	BAR	08	BLUE 7
09	REPLAY	09	CHERRY	09	CHERRY
10	PLUM	10	REPLAY	10	BELL
11	BELL	11	BELL	11	REPLAY
12	REPLAY	12	BLUE 7	12	CHERRY
13	BAR	13	REPLAY	13	PLUM
14	RED 7	14	CHERRY	14	BELL
15	BELL	15	BELL	15	REPLAY
16	PLUM	16	BAR	16	CHERRY
17	REPLAY	17	PLUM	17	BLUE 7
18	PLUM	18	REPLAY	18	BELL
19	BELL	19	BELL	19	REPLAY
20	REPLAY	20	CHERRY	20	CHERRY

~~6/44~~

6/43

FIG. 6

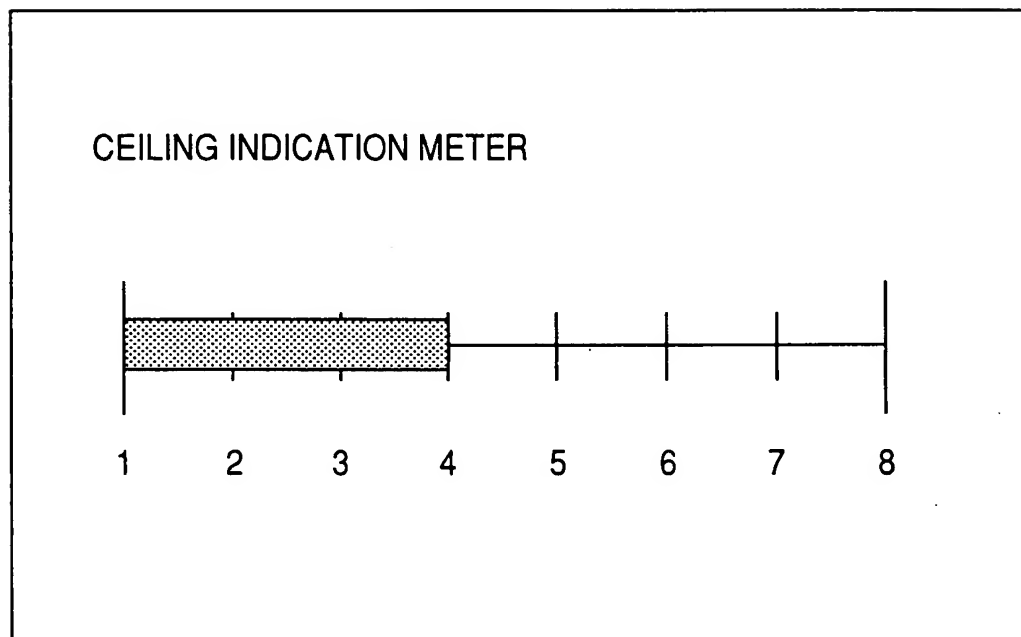
PRIZES AND NUMBERS OF PAID-OUT MEDALS CORRESPONDING  
TO WINNING SYMBOL COMBINATIONS IN EACH GAMING STATE

SYMBOL COMBINATION	ORDINARY GAMING STATE	ORDINARY GAMING STATE IN BB	RB GAMING STATE
RED 7-RED 7-RED 7	BB, 15 MEDALS	—	—
BLUE 7-BLUE 7-BLUE 7	BB, 15 MEDALS	—	—
BAR-BAR-BAR	RB, 15 MEDALS	—	—
BELL-BELL-BELL	SMALL PRIZE OF BELL, 15 MEDALS	SMALL PRIZE OF BELL, 15 MEDALS	—
PLUM-PLUM-PLUM	SMALL PRIZE OF PLUM, SIX MEDALS	SMALL PRIZE OF PLUM, SIX MEDALS	—
REPLAY-REPLAY-REPLAY	REPLAY, 0 MEDAL	RB (JAC IN), 15 MEDALS	PRIZE, 15 MEDALS
CHERRY-ANY-ANY	SMALL PRIZE OF CHERRY, TWO OR FOUR MEDALS	SMALL PRIZE OF CHERRY, TWO OR FOUR MEDALS	—

ANNOTATED MARKED-UP DRAWING

~~7/44~~ 7/42

FIG. 7



ANNOTATED MARKED-UP DRAWING

~~8/44~~ 8/43

FIG. 8A

IMAGE FOR NOTIFYING PLAYER THAT PLAYER  
IS TO OPERATE LEFT STOP BUTTON

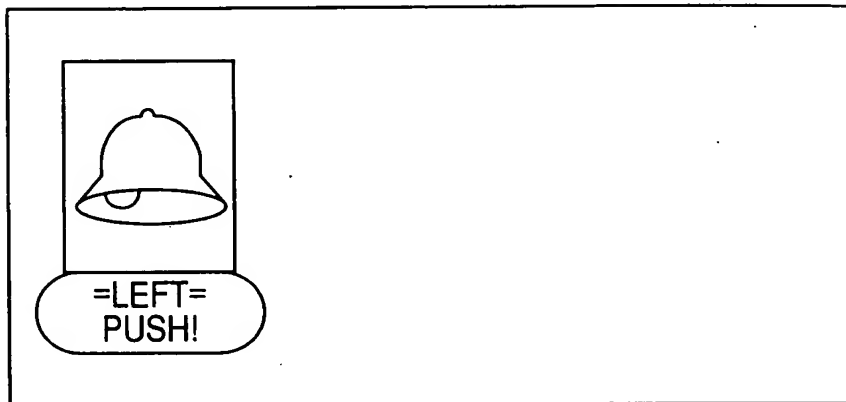


FIG. 8B

IMAGE FOR NOTIFYING PLAYER THAT PLAYER  
IS TO OPERATE RIGHT STOP BUTTON

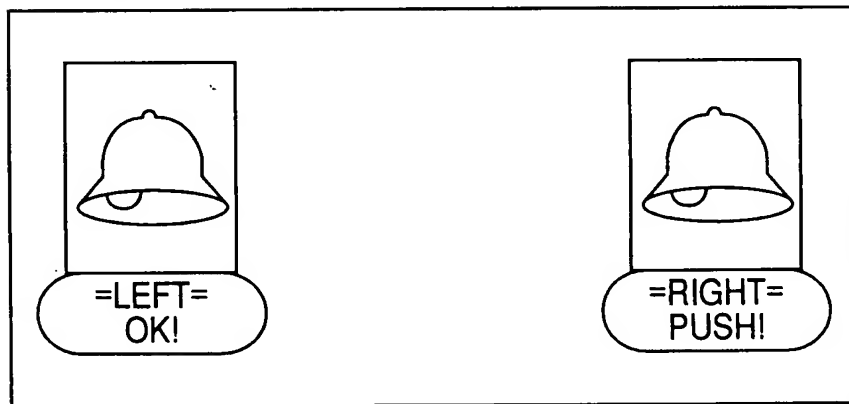
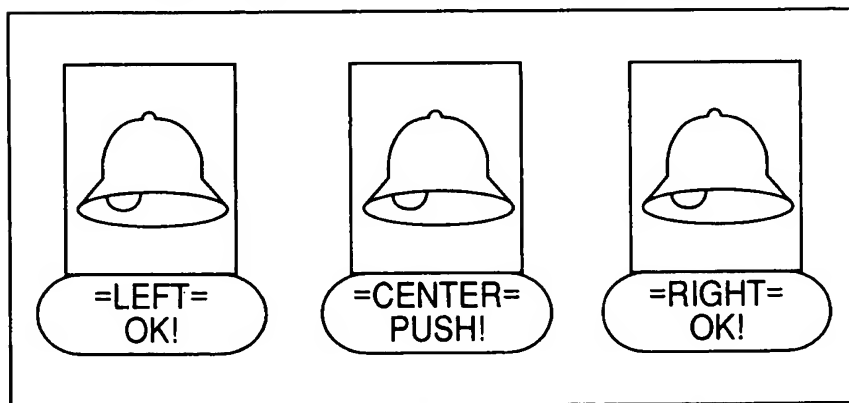


FIG. 8C

IMAGE FOR NOTIFYING PLAYER THAT PLAYER  
IS TO OPERATE CENTER STOP BUTTON



~~9/44~~ 9/43

## FIG. 9A

PROBABILITY LOTTERY TABLE USED IN ORDINARY GAMING STATE  
(RANDOM NUMBER EXTRACTION RANGE: 0—16383)

WINNING COMBINATION	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	INTERNAL WINNING ODDS
BB	0 TO 54	55/16384
RB	55 TO 82	28/16384
REPLY	83 TO 2327	2245/16384
SMALL PRIZE OF BELL	2328 TO 10919	8592/16384
SMALL PRIZE OF PLUM	10920 TO 10973	54/16384
SMALL PRIZE OF CHERRY	10974 TO 11036	63/16384

## FIG. 9B

PROBABILITY LOTTERY TABLE USED IN ORDINARY GAMING STATE IN BB  
(RANDOM NUMBER EXTRACTION RANGE: 0—16383)

WINNING COMBINATION	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	INTERNAL WINNING ODDS
BB	— TO —	0/16384
RB	— TO —	0/16384
REPLY (RB IN BB)	0 TO 4199	4200/16384
SMALL PRIZE OF BELL	4200 TO 14499	10300/16384
SMALL PRIZE OF PLUM	14500 TO 16319	1820/16384
SMALL PRIZE OF CHERRY	— TO —	0/16384

~~10/44~~ 10/43

## FIG. 10

### STOP CONTROL TABLE NUMBER SELECTION TABLE

(RANDOM NUMBER EXTRACTION RANGE: 0—255)

TABLE NO.	ACCEPTED RANDOM NUMBER RANGE BET COUNT=3	SELECTION ODDS
NO.1	0 TO 42	43/256
NO.2	43 TO 85	43/256
NO.3	86 TO 128	43/256
NO.4	129 TO 171	43/256
NO.5	172 TO 213	42/256
NO.6	214 TO 255	42/256

~~11/44~~ 11/43

FIG. 11

RELATIONSHIP AMONG TABLE NUMBERS, STOP ORDERS,  
AND COMPLETION/INCOMPLETION OF WINNING GAME OF SMALL PRIZE OF BELL

		TABLE NUMBER					
		1	2	3	4	5	6
STOP ORDER	LEFT CENTER RIGHT	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
	LEFT RIGHT CENTER	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
	CENTER LEFT RIGHT	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE
	CENTER RIGHT LEFT	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE	INCOMPLETE
	RIGHT LEFT CENTER	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE	INCOMPLETE
	RIGHT CENTER LEFT	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE



~~12/44~~ 12/43

## FIG. 12

WINNING STOP CONTROL TABLE  
(INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	19	00	19	00	18
01	19	01	19	01	01
02	19	02	19	02	01
03	03	03	03	03	01
04	03	04	03	04	01
05	03	05	03	05	05
06	03	06	03	06	05
07	03	07	07	07	05
08	08	08	07	08	05
09	08	09	07	09	05
10	08	10	07	10	10
11	11	11	11	11	10
12	11	12	11	12	10
13	11	13	11	13	10
14	11	14	11	14	14
15	15	15	15	15	14
16	15	16	15	16	14
17	15	17	15	17	14
18	15	18	15	18	18
19	19	19	19	19	18
20	19	20	19	20	18

# ANNOTATED MARKED-UP DRAWING

~~13/44~~ 13/43

## FIG. 13

FORWARD PUSH, CENTER PUSH LOSING STOP CONTROL TABLE  
(INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	19	00	19	00	19
01	19	01	19	01	19
02	19	02	19	02	02
03	03	03	03	03	02
04	03	04	03	04	02
05	03	05	03	05	02
06	03	06	03	06	06
07	03	07	07	07	06
08	08	08	07	08	06
09	08	09	07	09	06
10	08	10	07	10	06
11	11	11	11	11	11
12	11	12	11	12	11
13	11	13	11	13	11
14	11	14	11	14	11
15	15	15	15	15	15
16	15	16	15	16	15
17	15	17	15	17	15
18	15	18	15	18	15
19	19	19	19	19	19
20	19	20	19	20	19

# ANNOTATED MARKED-UP DRAWING

~~14/44~~ 14/43

## FIG. 14

REVERSE PUSH LOSING STOP CONTROL TABLE  
(INTERNAL WINNING COMBINATION: SMALL PRIZE OF BELL)

LEFT REEL		CENTER REEL		RIGHT REEL	
STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION	STOP OPERATION POSITION	STOP CONTROL POSITION
00	20	00	19	00	18
01	20	01	19	01	01
02	20	02	19	02	01
03	20	03	03	03	01
04	04	04	03	04	01
05	04	05	03	05	05
06	04	06	03	06	05
07	04	07	07	07	05
08	04	08	07	08	05
09	09	09	07	09	05
10	09	10	07	10	10
11	09	11	11	11	10
12	12	12	11	12	10
13	12	13	11	13	10
14	12	14	11	14	14
15	12	15	15	15	14
16	12	16	15	16	14
17	17	17	15	17	14
18	17	18	15	18	18
19	17	19	19	19	18
20	20	20	19	20	18

ANNOTATED. MARKED-UP DRAWING

~~15/44~~ 15/43

## FIG. 15A

CEILING-NUMBER-OF-AT-TIMES  
SELECTION TABLE

NUMBER OF TIMES	LOTTERY VALUE
1	2356
2	1512
5	196
10	28
30	4

## FIG. 15B

AT ACTIVATION LOTTERY TABLE

	LOTTERY VALUE
ACTIVATION	32
CONCEALMENT	224

~~16/44~~ 16/43

**FIG. 16A**

CEILING ACTIVATION VALUE  
SELECTION TABLE

NUMBER OF MEDALS	LOTTERY VALUE
1200	64
1500	128
1800	64

**FIG. 16B**

CEILING METER SHIFT SELECTION TABLE

		1200 MEDALS	1500 MEDALS	1800 MEDALS
CEILING METER LEVEL	LEVEL 1	150	188	225
	LEVEL 2	300	375	450
	LEVEL 3	450	563	675
	LEVEL 4	600	750	900
	LEVEL 5	750	938	1125
	LEVEL 6	900	1125	1350
	LEVEL 7	1050	1313	1575
	LEVEL 8	1200	1500	1800

~~17/44~~ 17/43

FIG. 17

START COMMAND		BB EXIT COMMAND	
1	INTERNAL WINNING COMBINATION	1	OPERATION AT BB EXIT TIME
2	BB	2	GAME REPLAY ENABLE
	RB		ADJUSTMENT OPERATION
	REPLAY		PLAY OUT OPERATION
	BELL		—
	PLUM		—
	CHERRY		—
	BLANK		—
	—		—
3	GAMING STATE		
4	DURING ORDINARY GAME		
	DURING INTERNAL WINNING OF BB		
	DURING INTERNAL WINNING OF RB		
	DURING BB OPERATION		
	DURING RB OPERATION		
	—		
	—		
	—		
5	STOP CONTROL TABLE		
6	TABLE NO.1		
	TABLE NO.2		
	TABLE NO.3		
	TABLE NO.4		
	TABLE NO.5		
	TABLE NO.6		
	—		
	—		

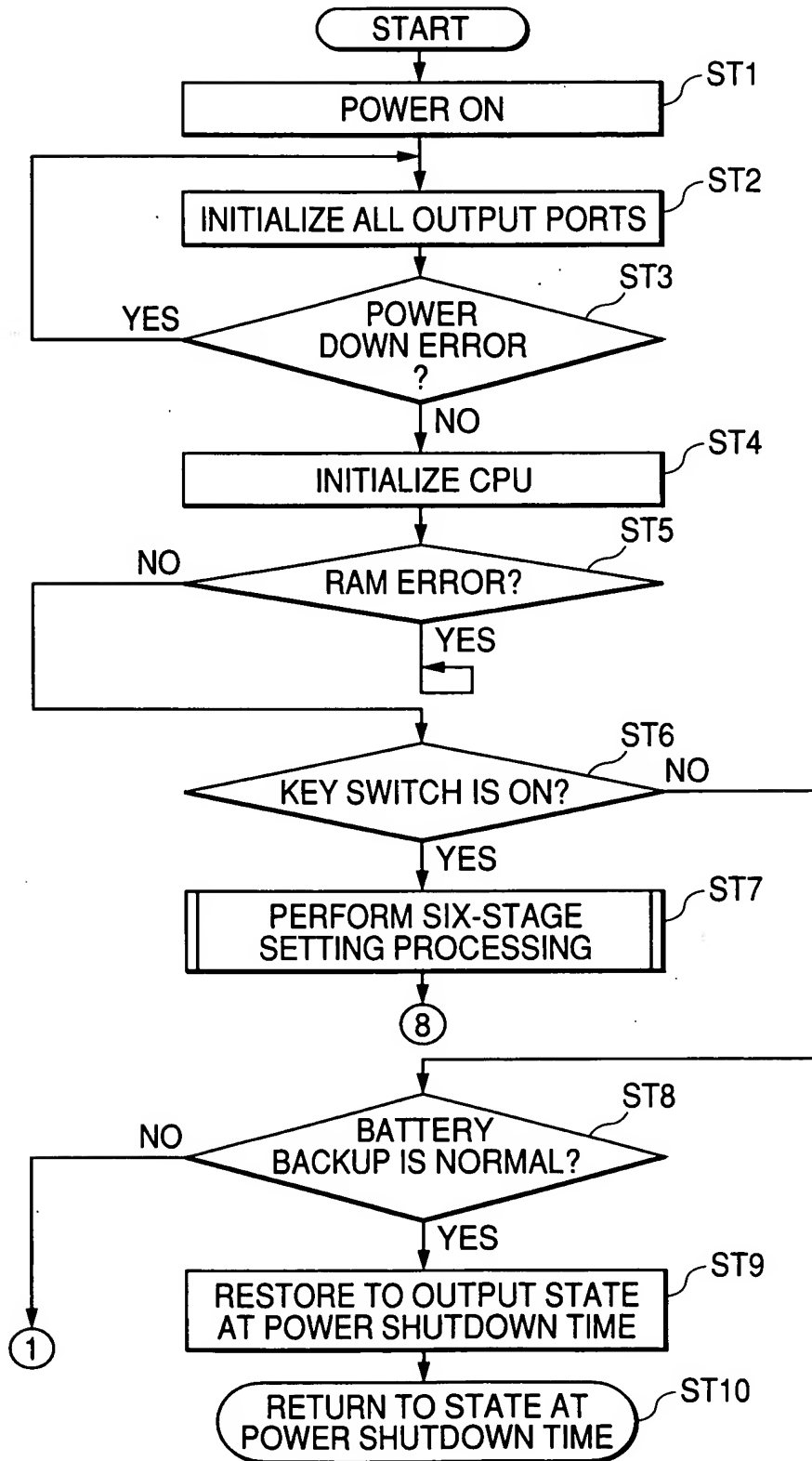
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FIG. 18

WINNING GAME COMMAND		GAME PLAY MEDAL INPUT COMMAND	
1	WINNING GAME	1	NUMBER OF INPUT MEDALS
2	BB	2	ONE
	RB		TWO
	REPLAY		THREE
	BELL		—
	PLUM		—
	CHERRY		—
	BLANK		—
	—		—
3	GAMING STATE		
4	DURING ORDINARY GAME		
	DURING INTERNAL WINNING OF BB		
	DURING INTERNAL WINNING OF RB		
	DURING BB OPERATION		
	DURING RB OPERATION		
	—		
	—		
	—		
5	WINNING GAME LINE		
6	CENTER STAGE		
	UPPER STAGE		
	LOWER STAGE		
	RISE TO RIGHT		
	FALL TO RIGHT		
	—		
	—		
	—		

~~19/44~~ 19/43

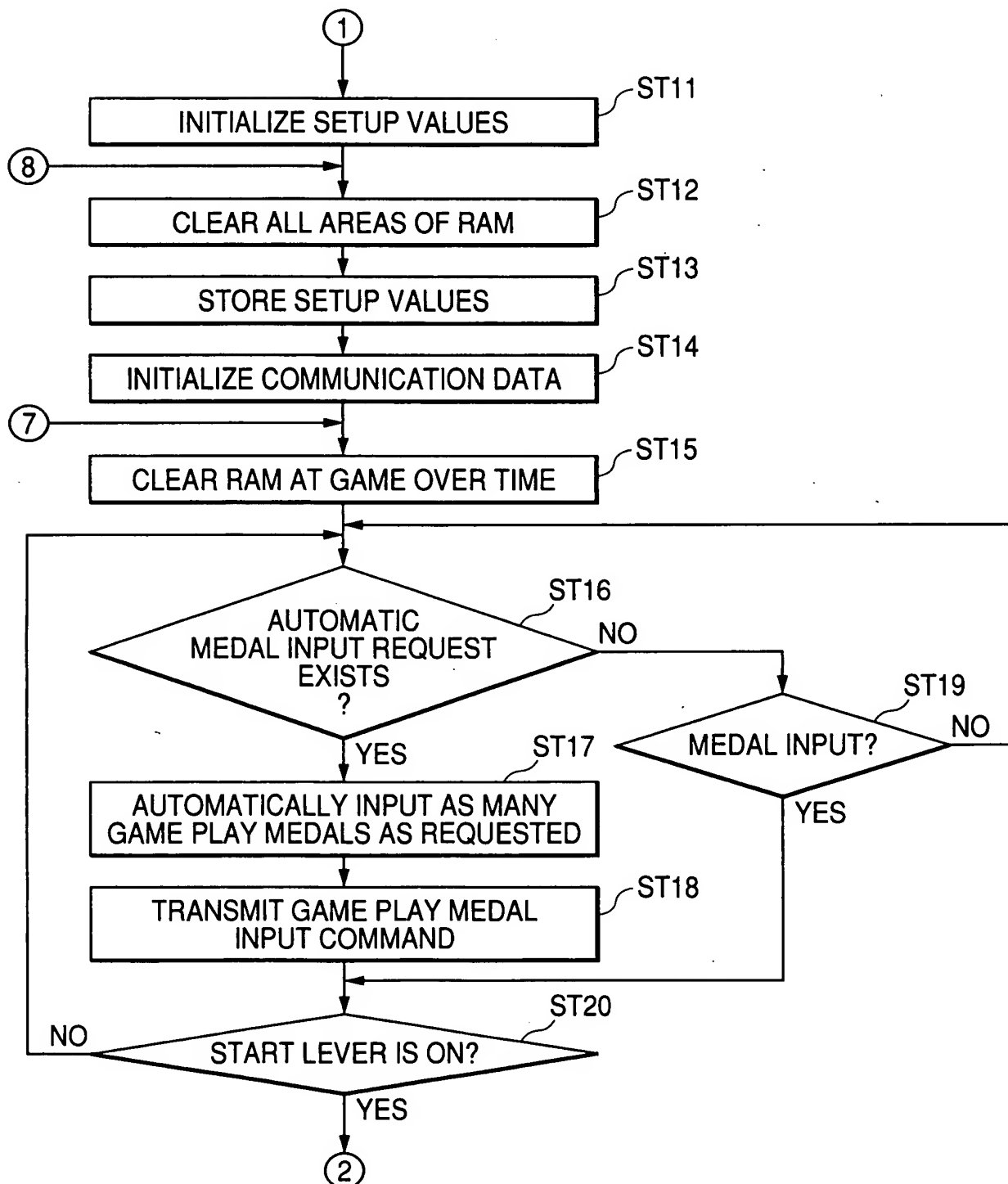
FIG. 19





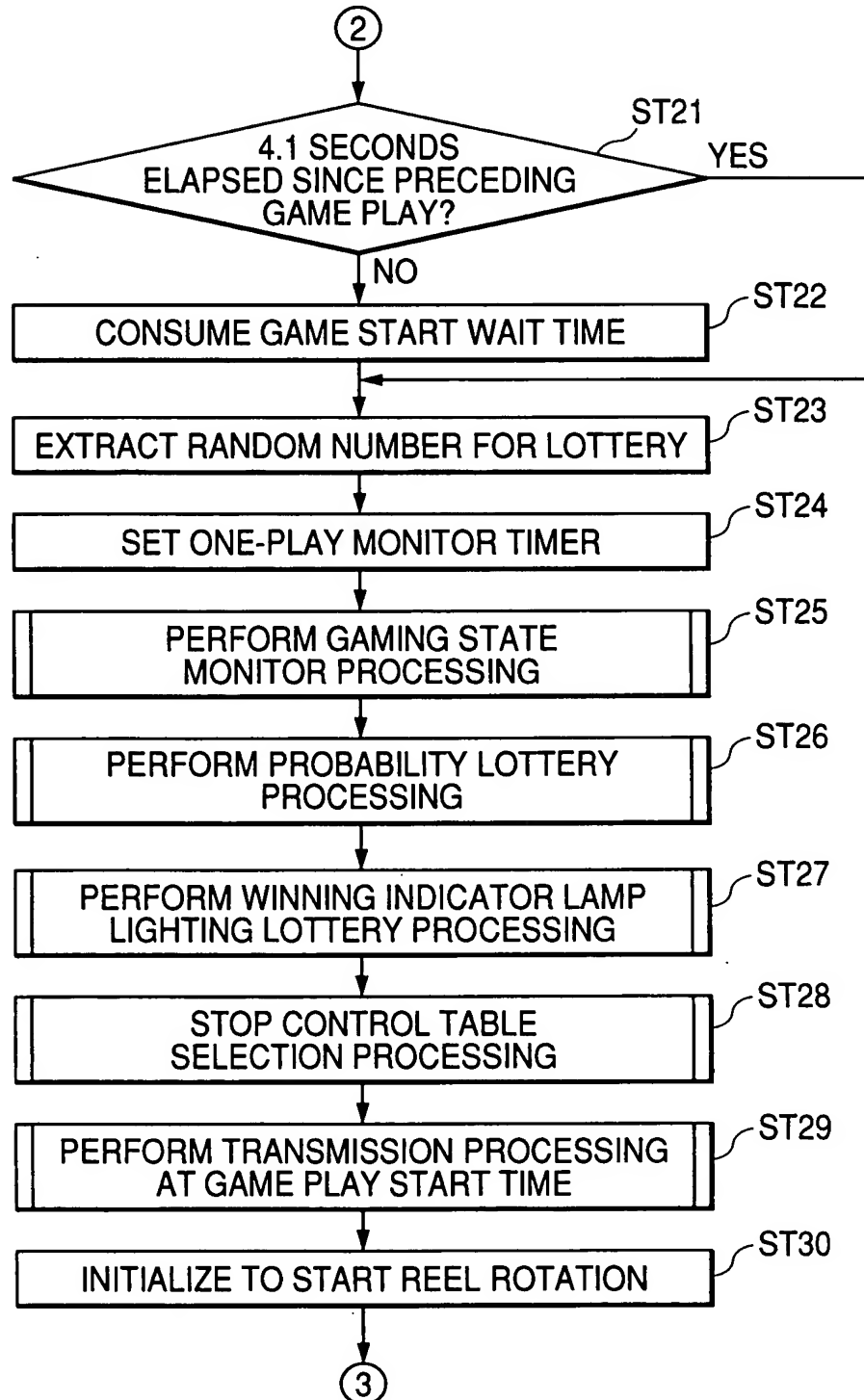
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FIG. 20



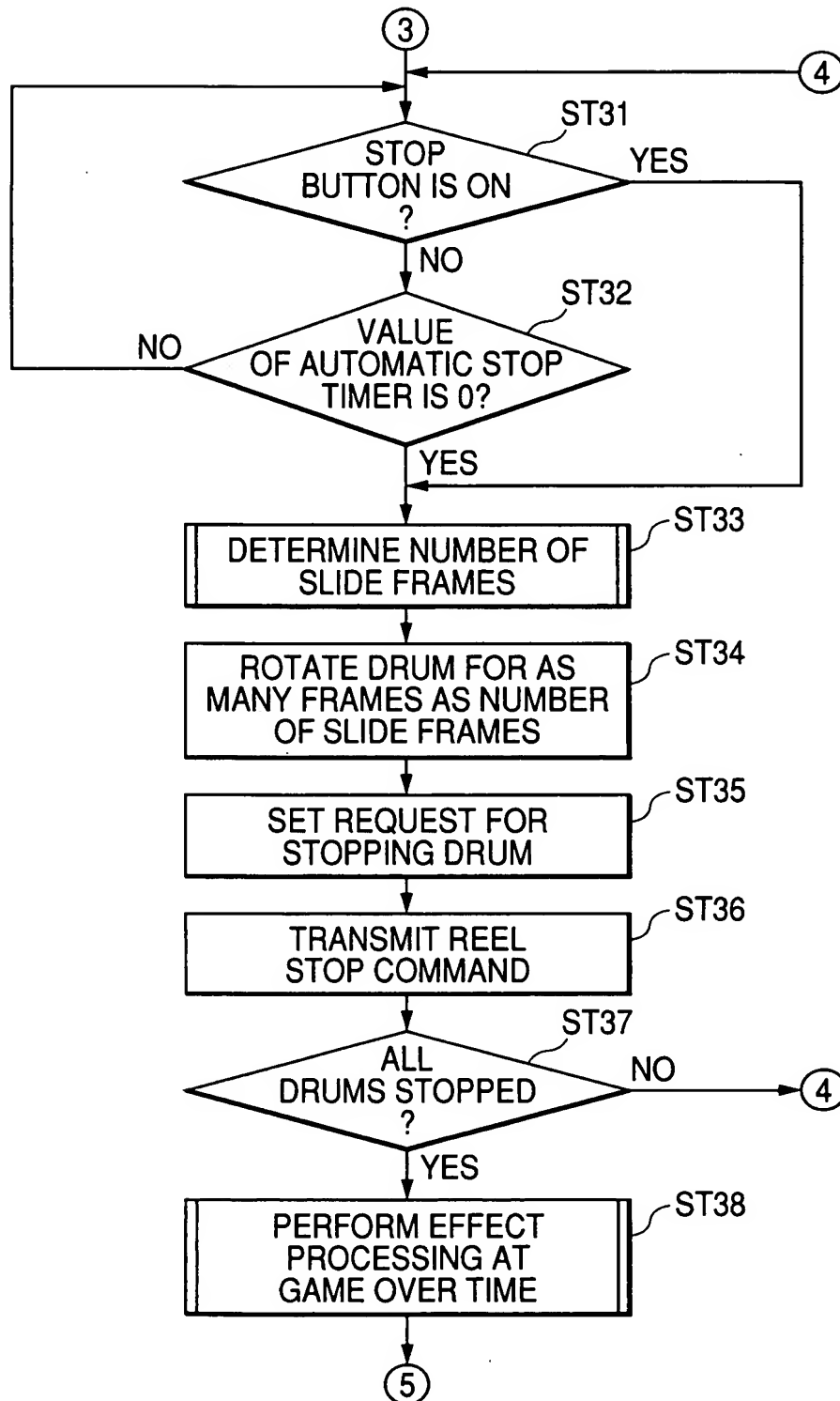
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FIG. 21



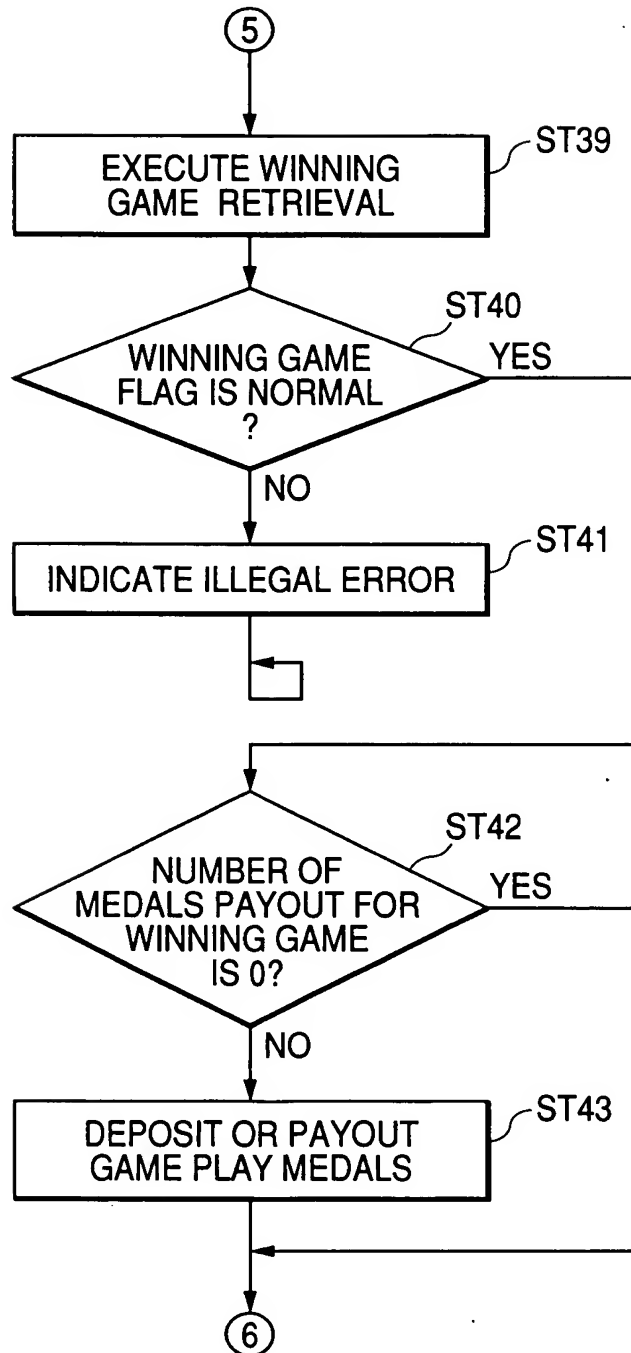
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FIG. 22



~~23/44~~ 23/42

FIG. 23



~~24/44~~ 24/43

FIG. 24

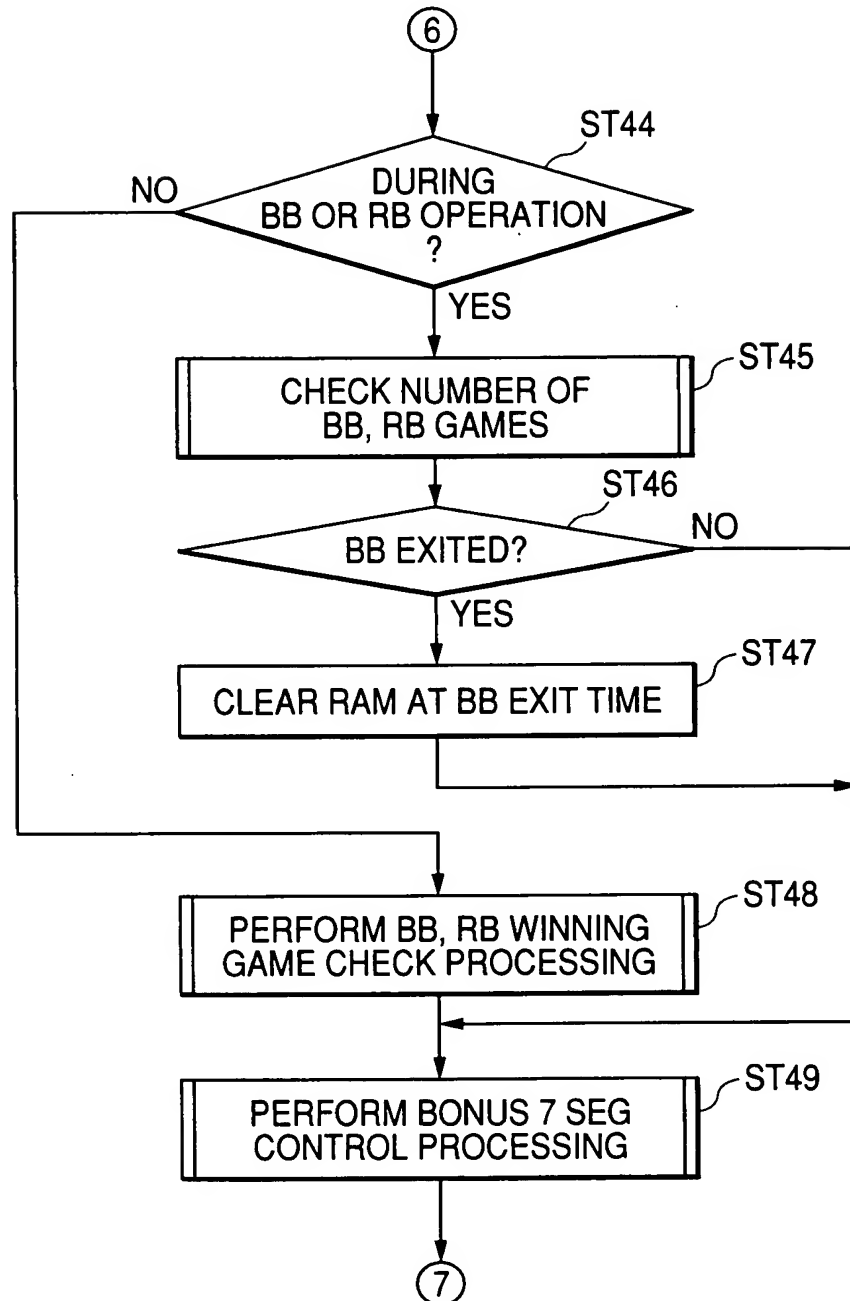
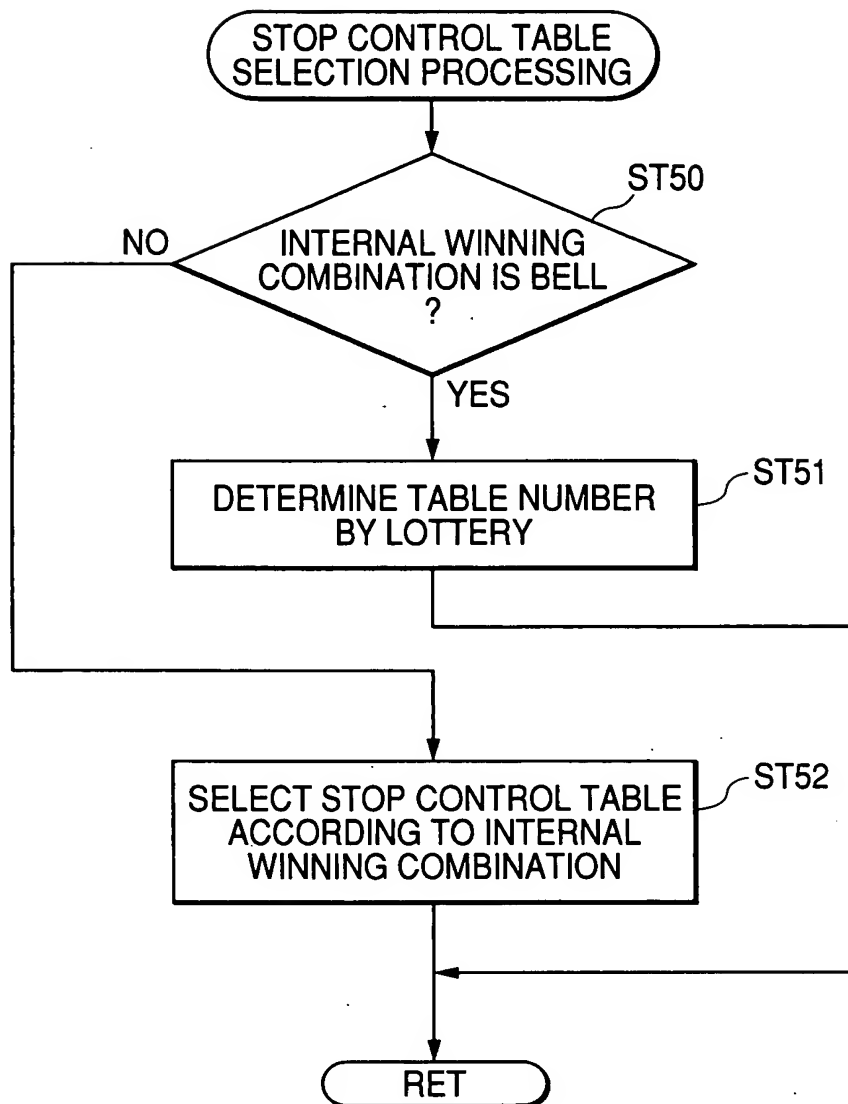
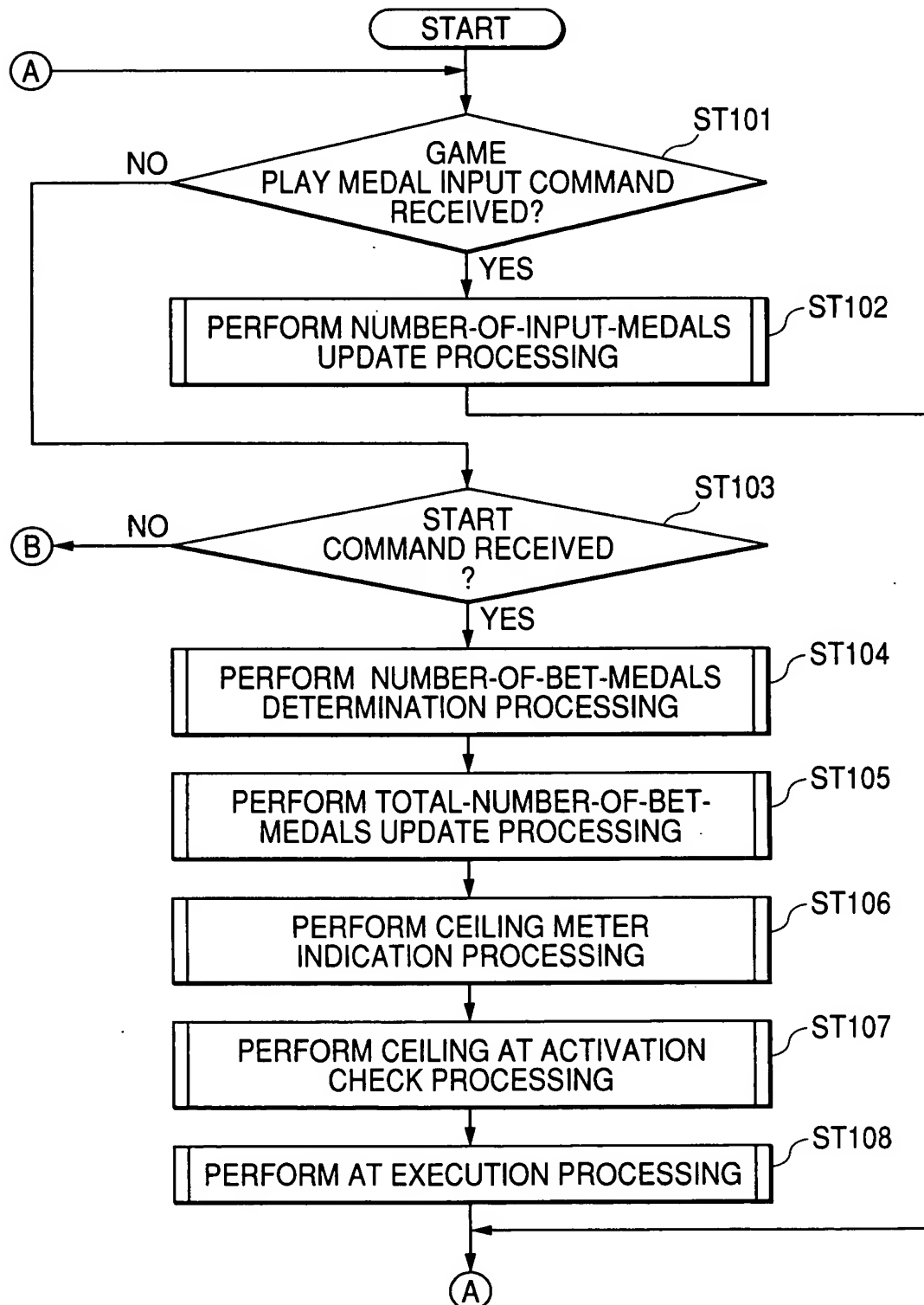


FIG. 25



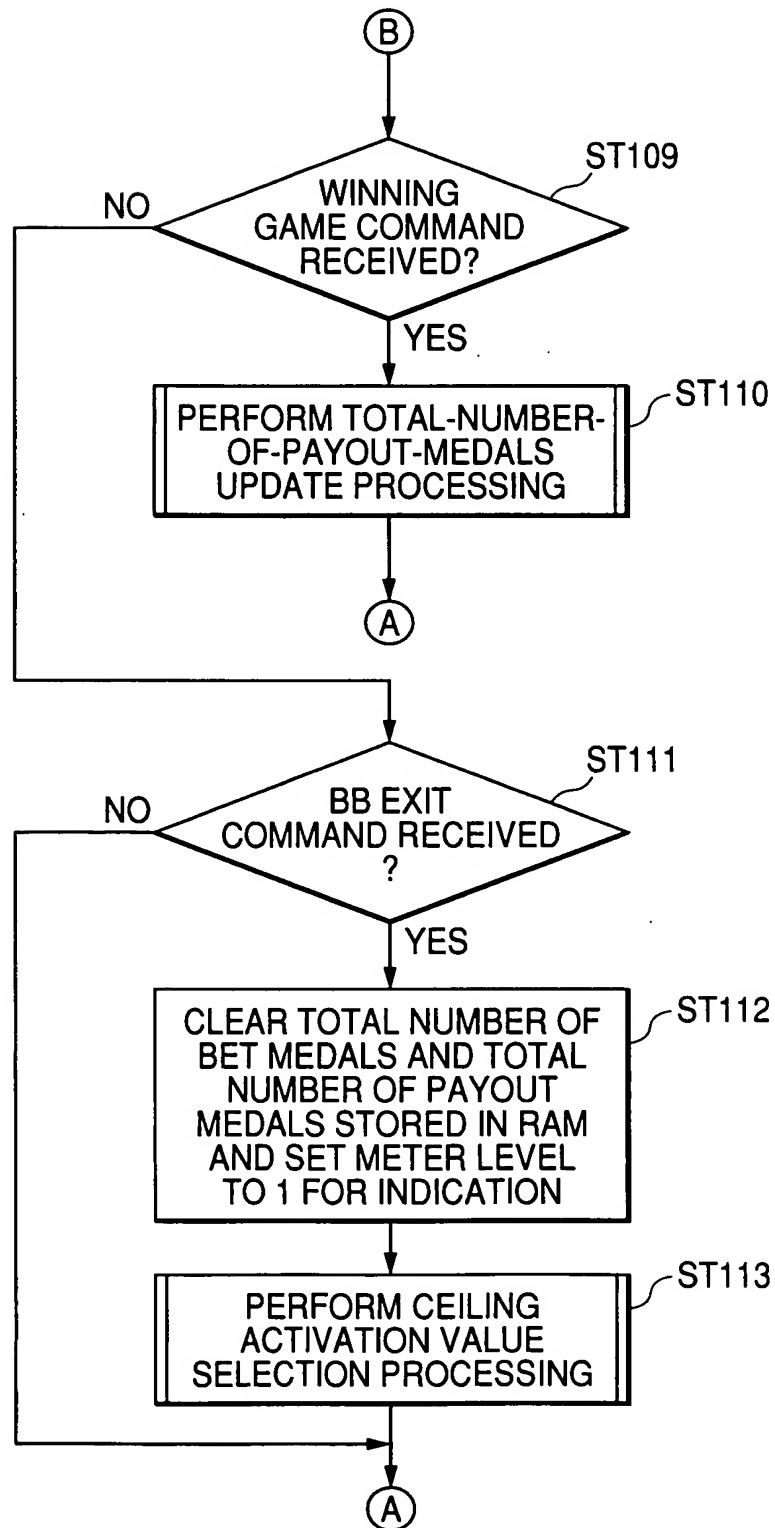
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FIG. 26



~~27/44~~ 27/43

FIG. 27





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28/43

FIG. 28A

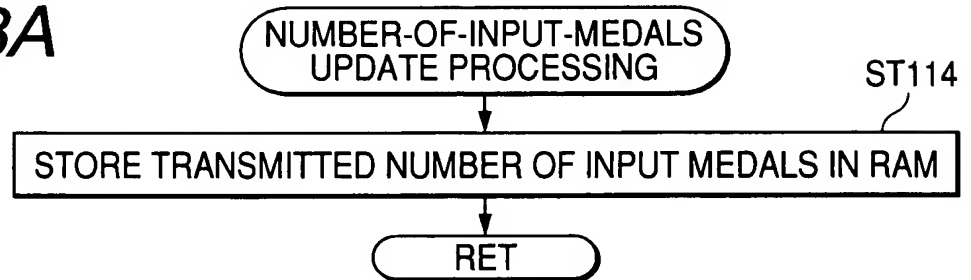


FIG. 28B

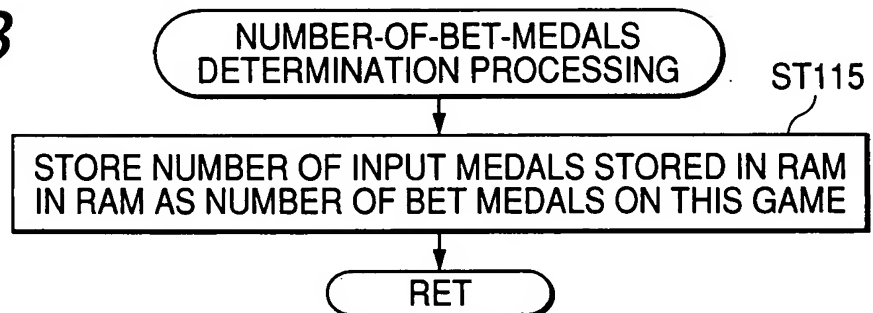


FIG. 28C

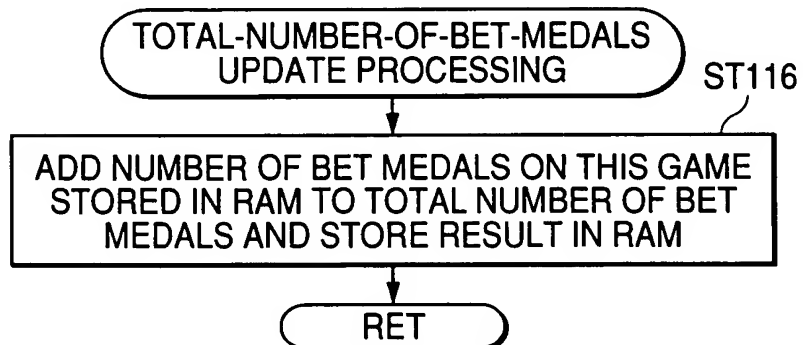
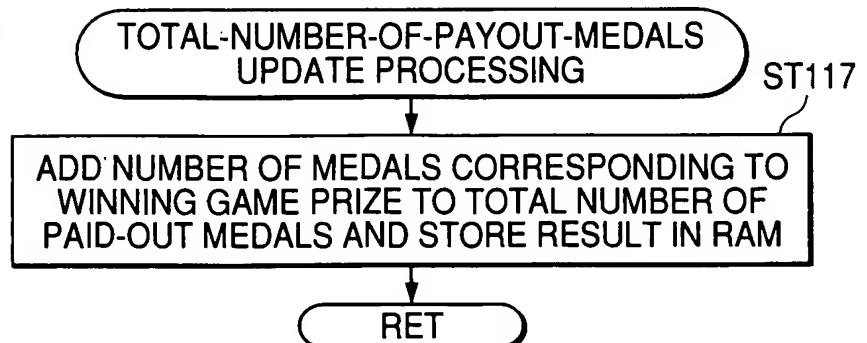
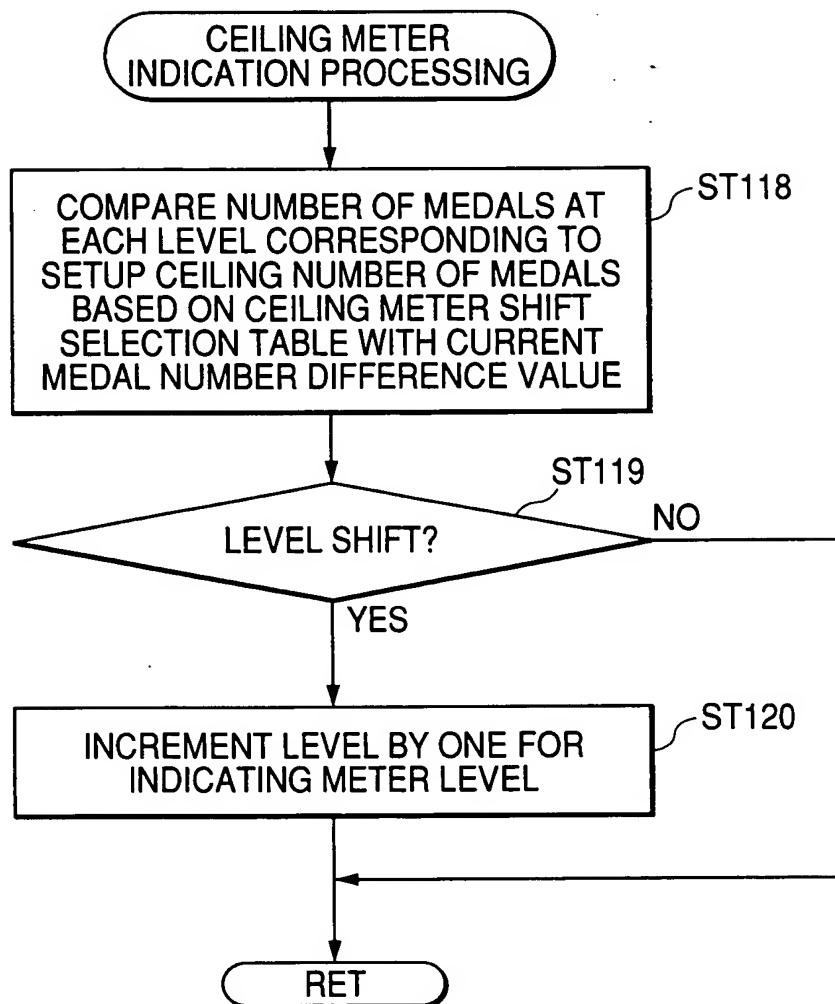


FIG. 28D



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FIG. 29



~~30/44~~ 30/43

FIG. 30

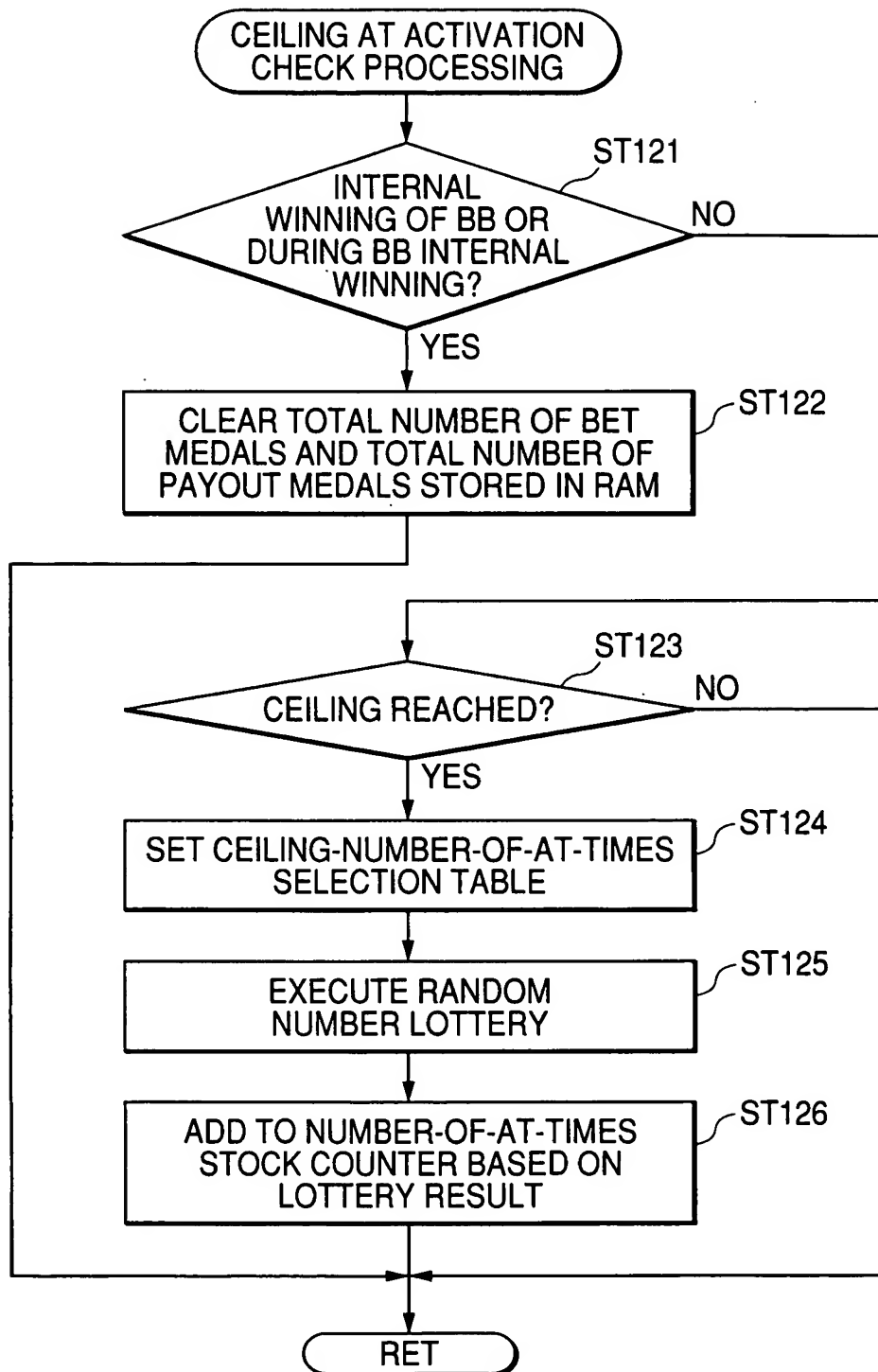
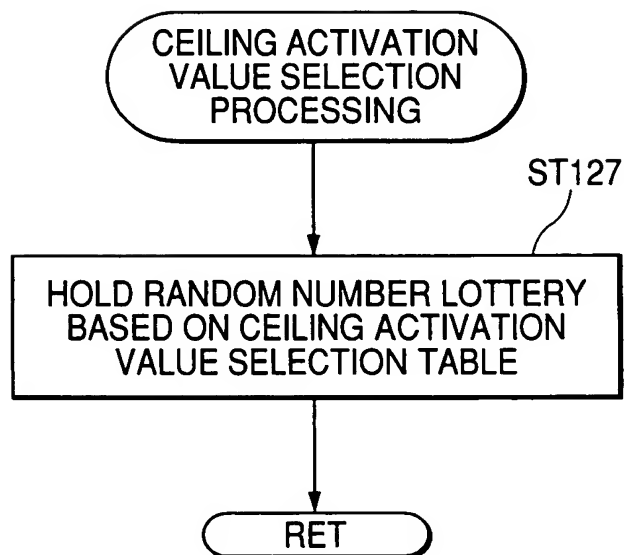
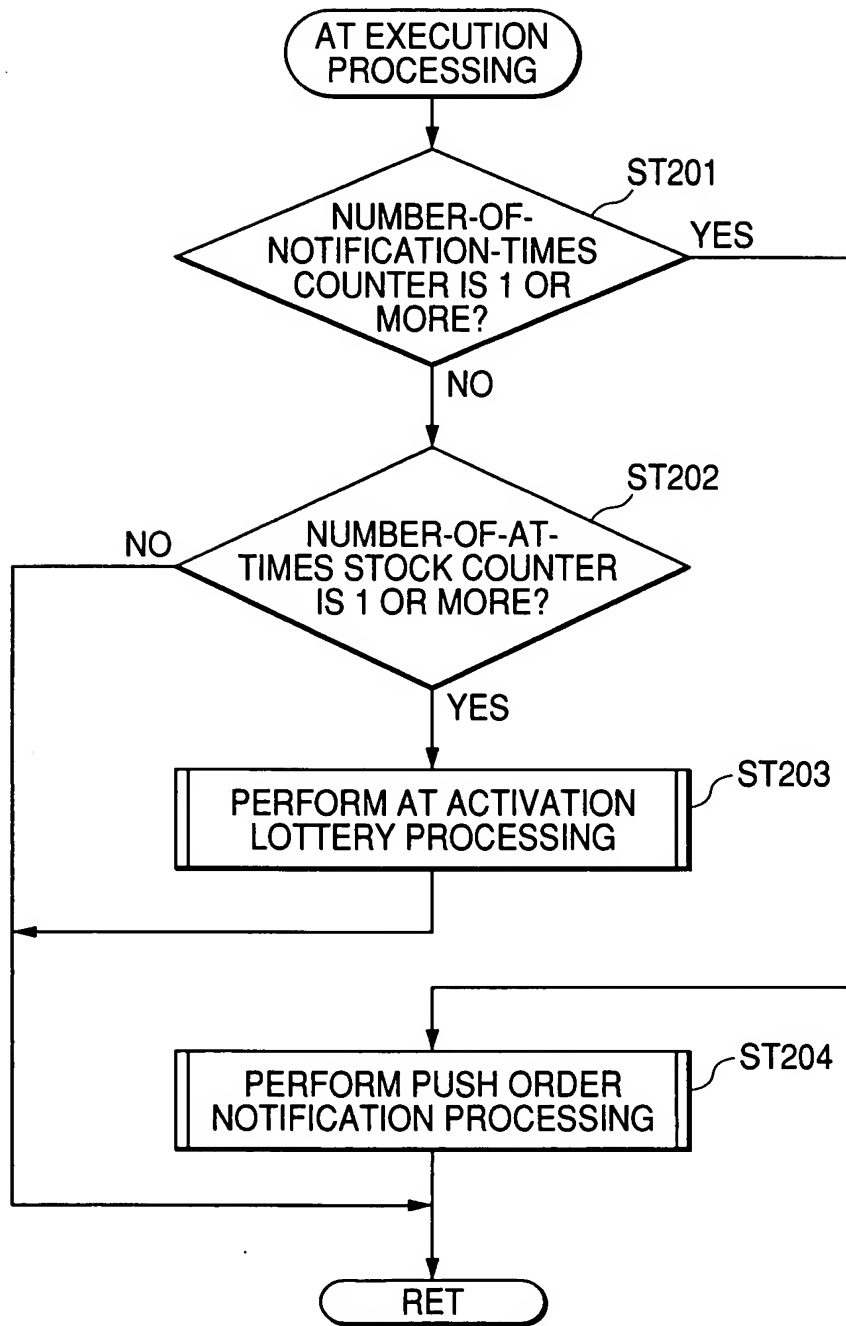


FIG. 31



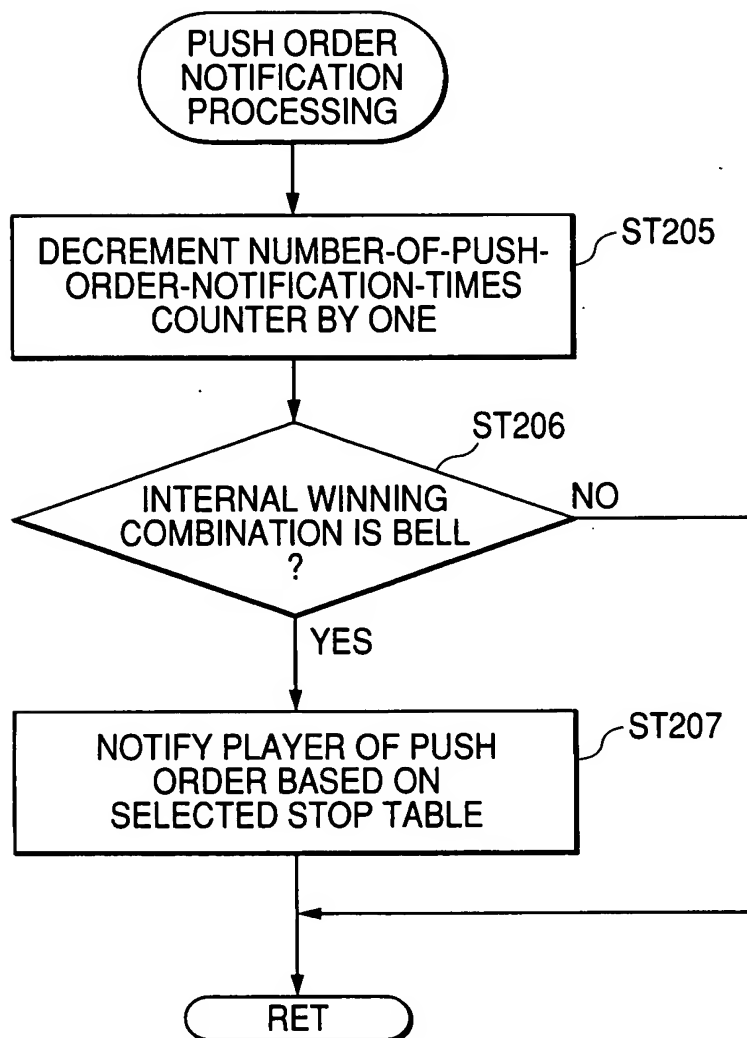
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FIG. 32



~~33/44~~ 33/43

FIG. 33



~~34/44~~ 34/43

FIG. 34

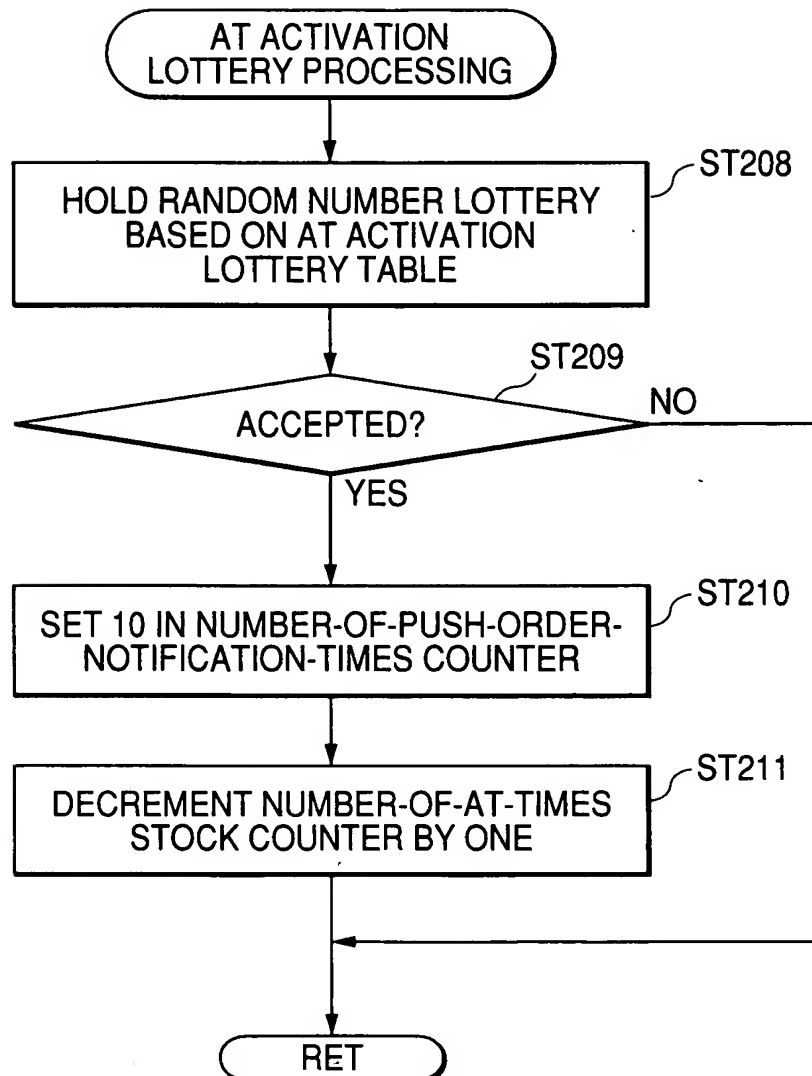
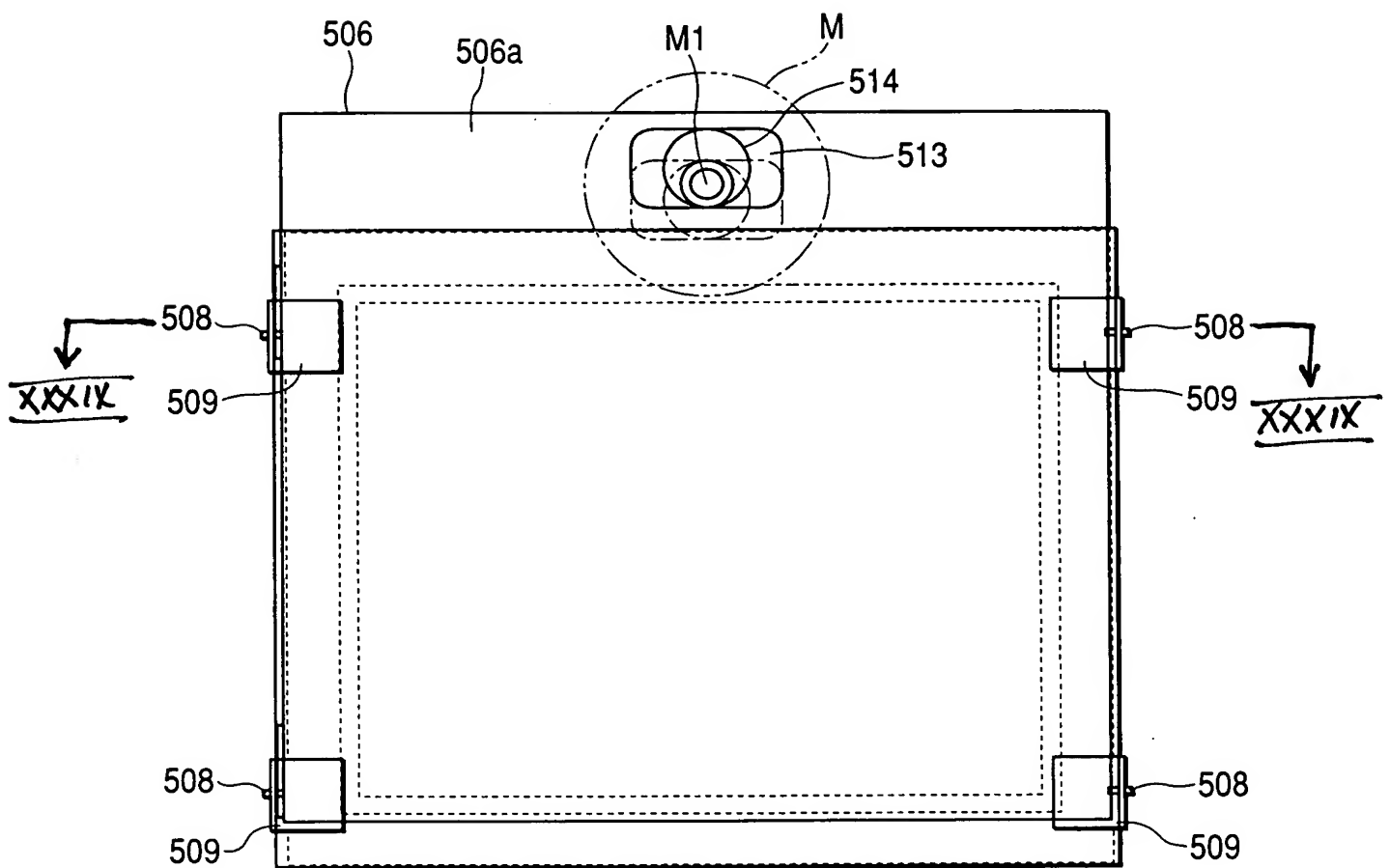




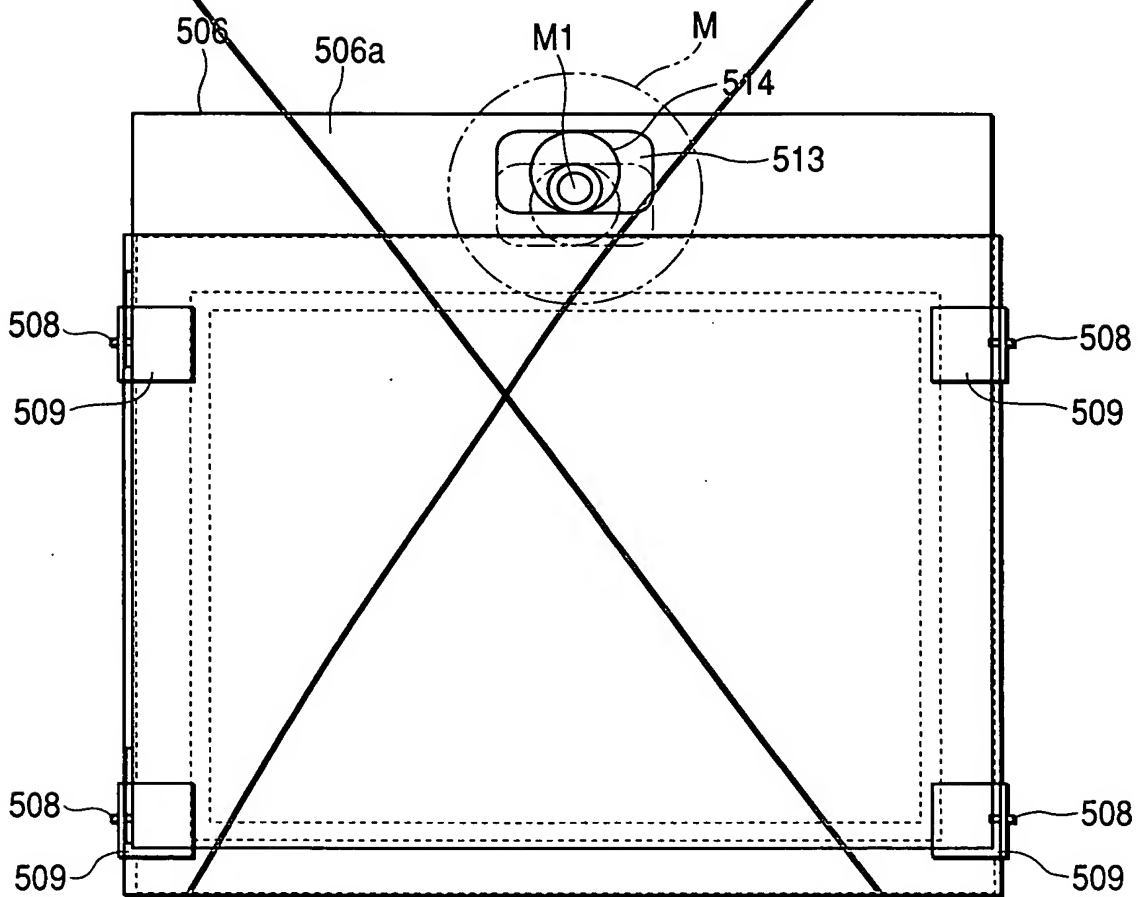


FIG. 36



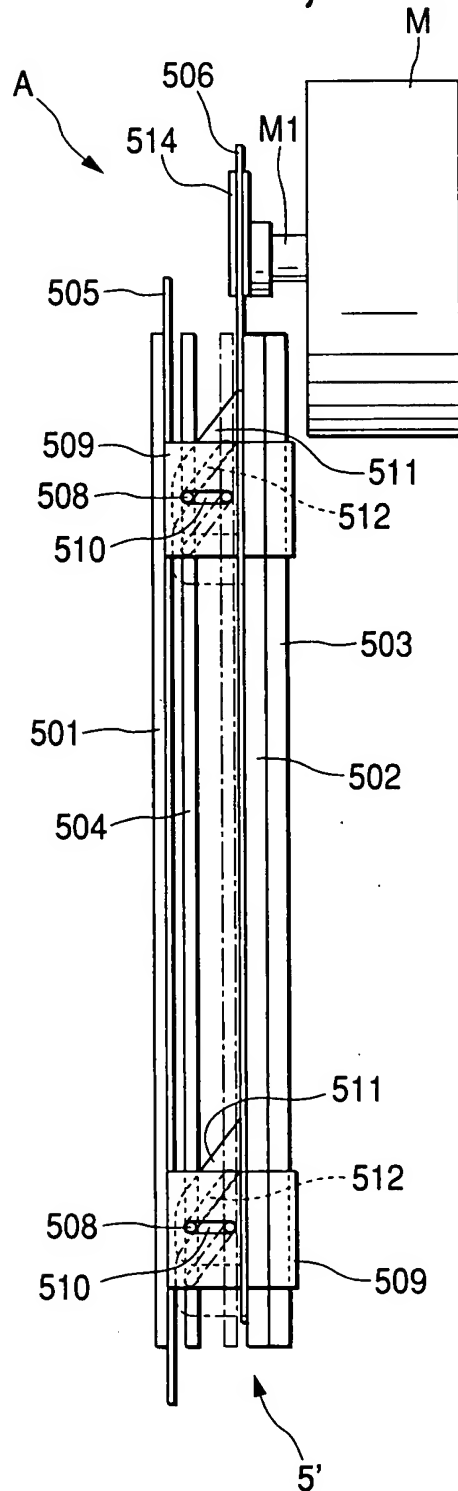
~~37744~~

FIG. 37



~~38/44~~ 37/43

FIG. ~~38~~ 37



ANNOTATED MARKED-UP DRAWINGS

~~39/44~~ 38/48

FIG. ~~39A~~  
38A

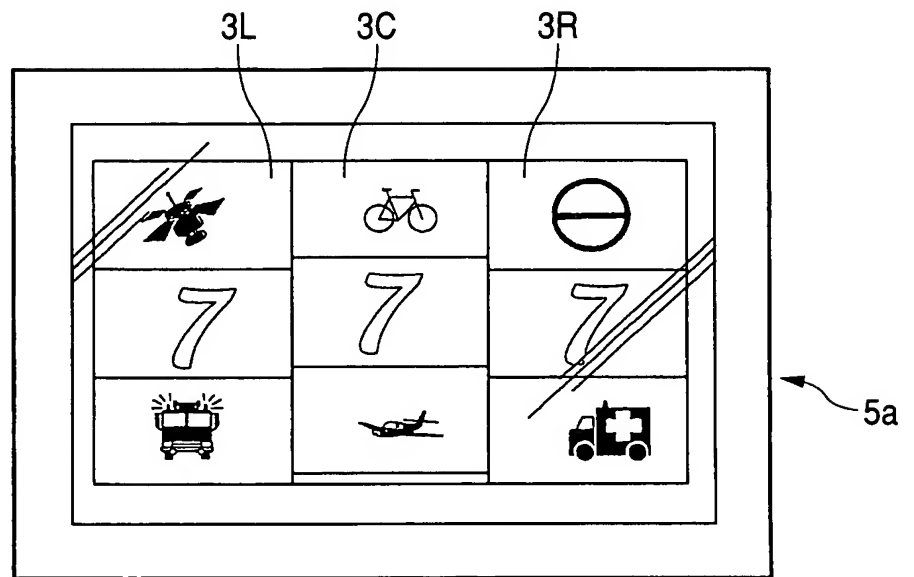
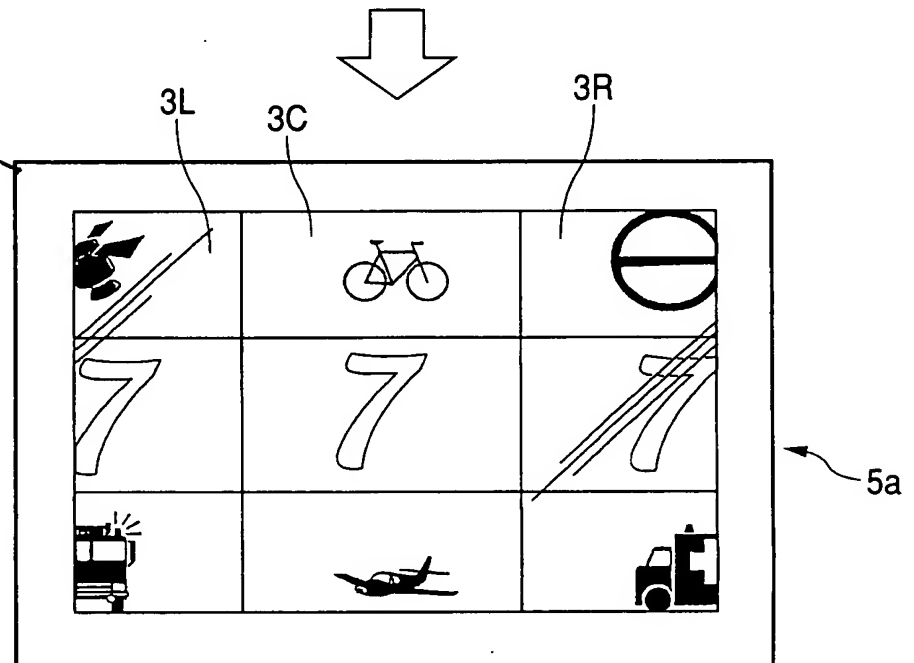
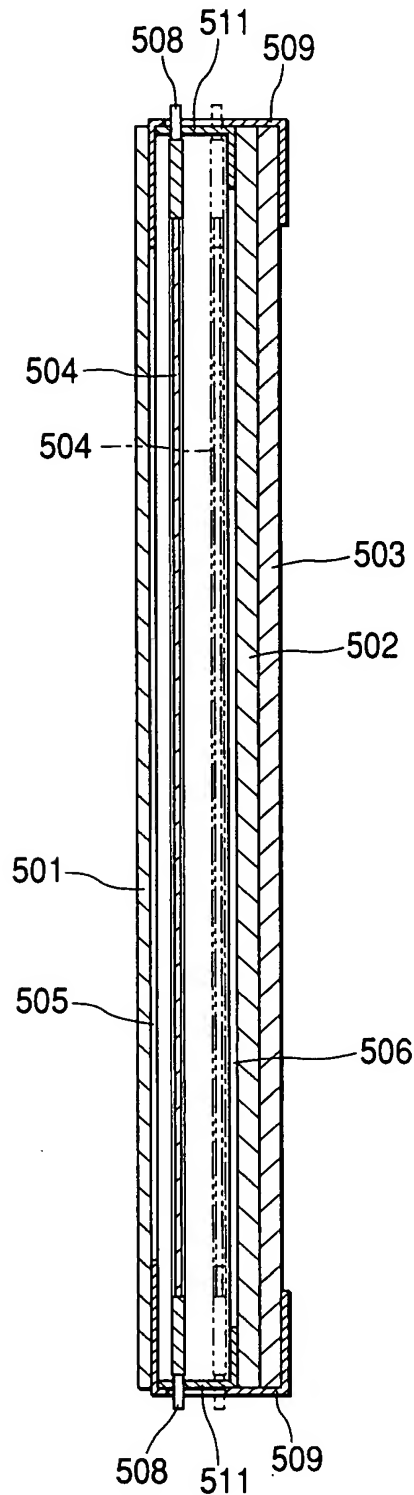


FIG. ~~39B~~  
38B



~~40/44~~ 39/42

FIG. ~~40~~ 39



~~41/44~~ 40/42

FIG. ~~41~~ 40

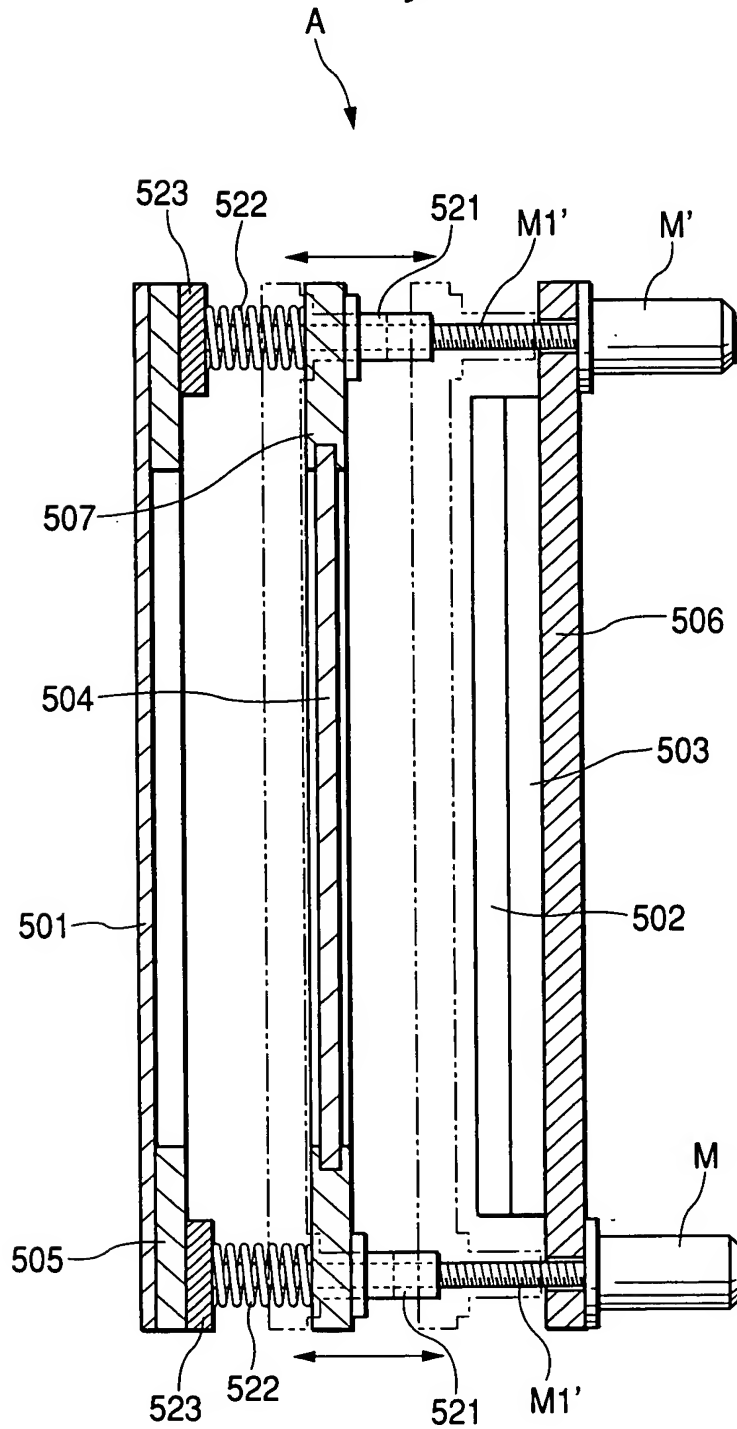
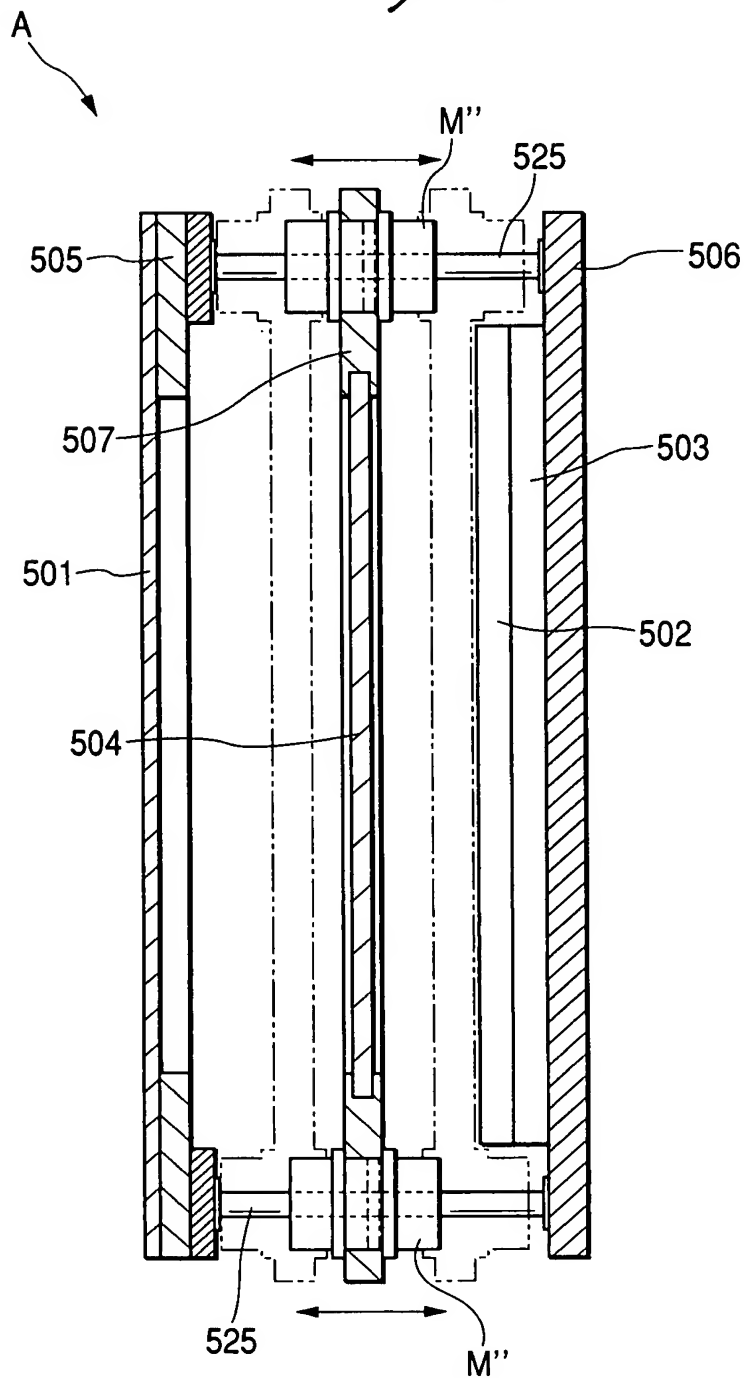


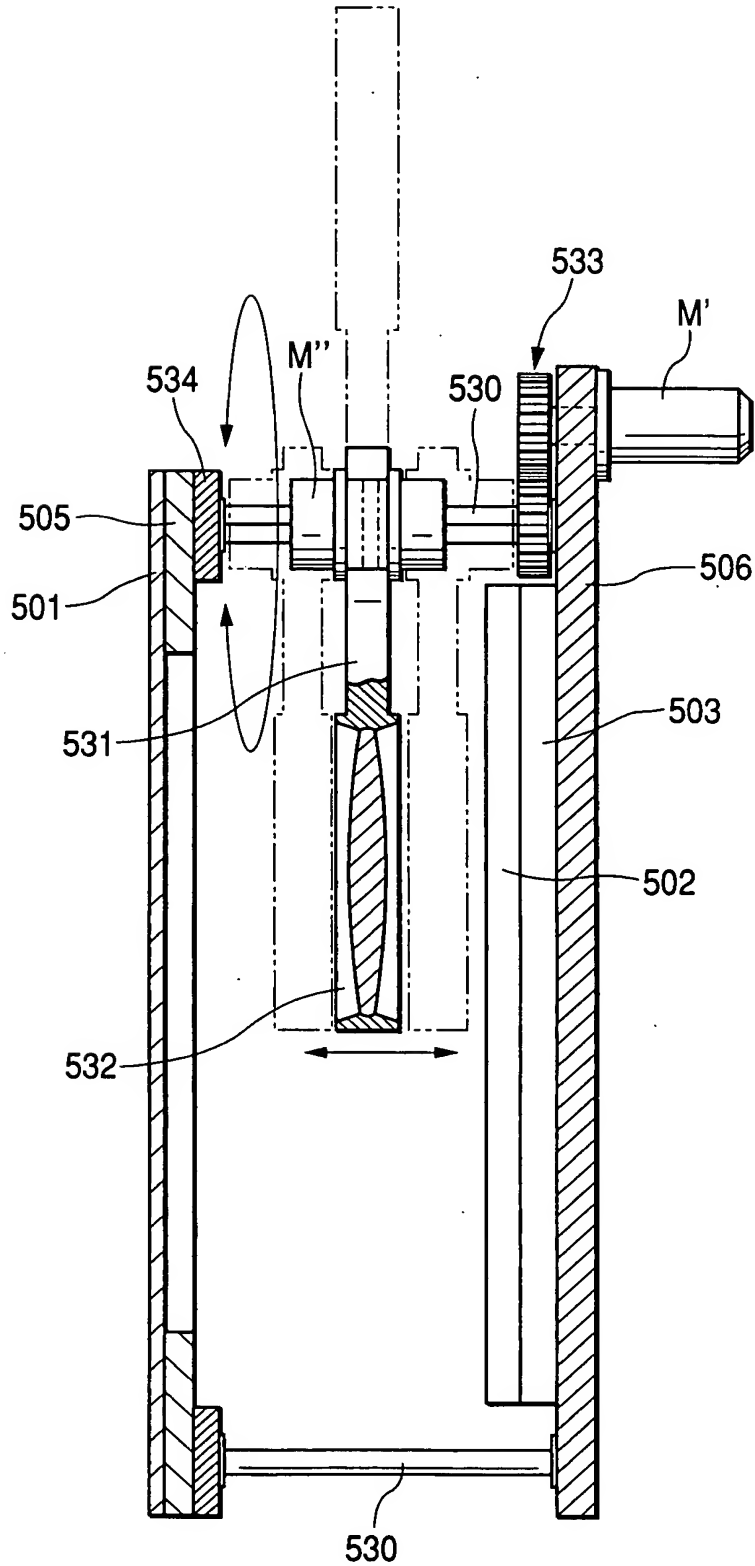
FIG. ~~42~~ 41



ANNOTATED MARKED-UP DRAWING

~~43/44~~ 42/42

FIG. ~~43~~ 42





ANNOTATED MARKED-UP DRAWING

~~44/44~~ 43/43

FIG. ~~44~~ 43

